ADVENTURE TIME

| Sc. 1 | Pnl. A | Bg. | day   night | Sc. 1 | Pnl. B | Bg. | day   night |

EPISODE #

Dialog:

Action:

Ice Thingdom

A wild blizzard, low visability, a horrible place.

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. C   Bg.   day night

Sc. 1   Pnl. D   Bg.   day night
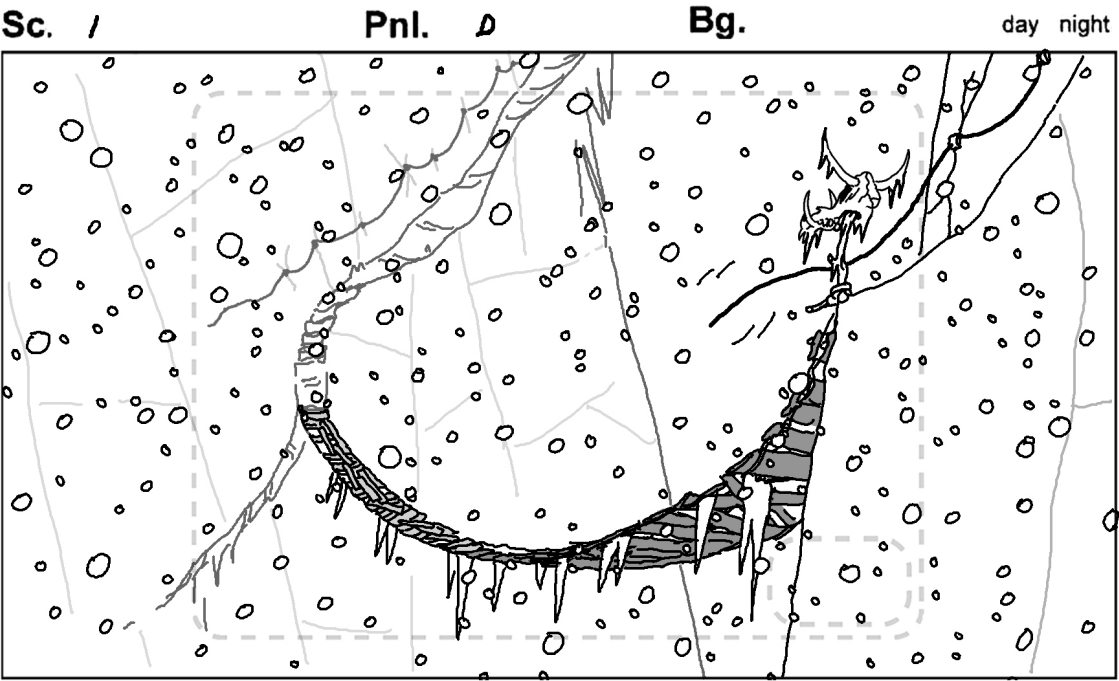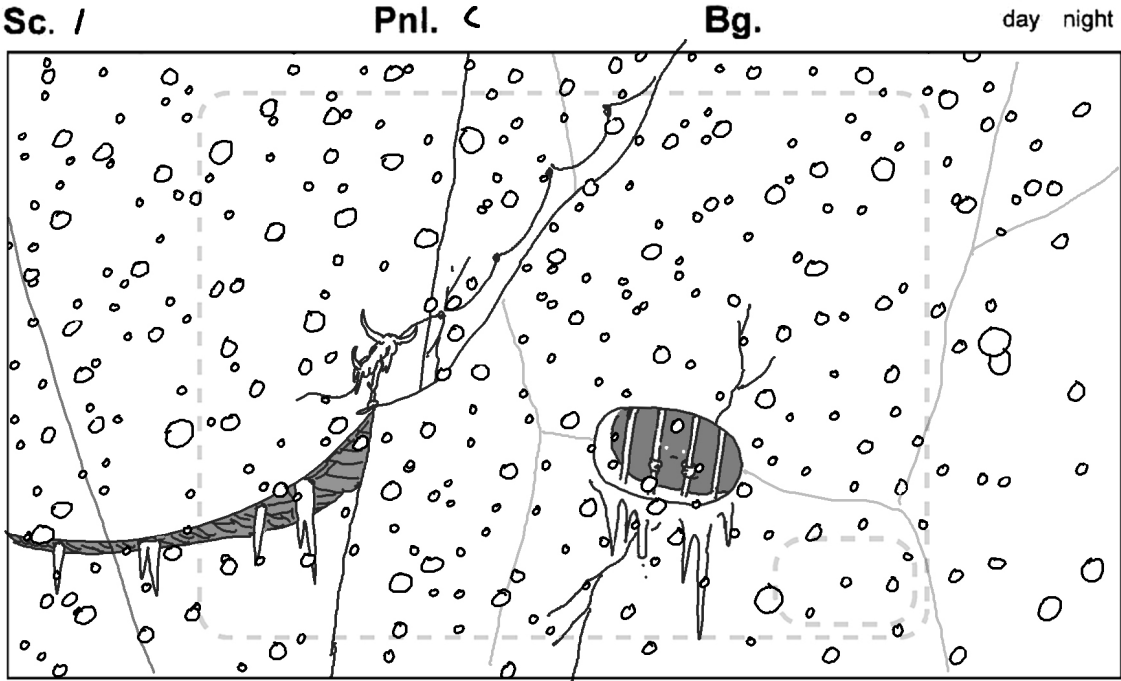
Dialog:

sfx: (throughout blizzard) the cold blowing wind

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. *1*   Pnl. E   Bg.   day night

Sc. *1*   Pnl. F   day night

EPISODE #

Dialog:

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. 6   Bg.   day night   Sc. 1   Pnl. H   Bg.   day night

EPISODE #

Dialog:

Action:

⚔ = "M.A."

(also like an eagle on a mountain)

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. I   Bg.   day night   Sc. 1   Pnl. J   Bg.   day night

Dialog:

sfx: crumbling ice as the butte collapses
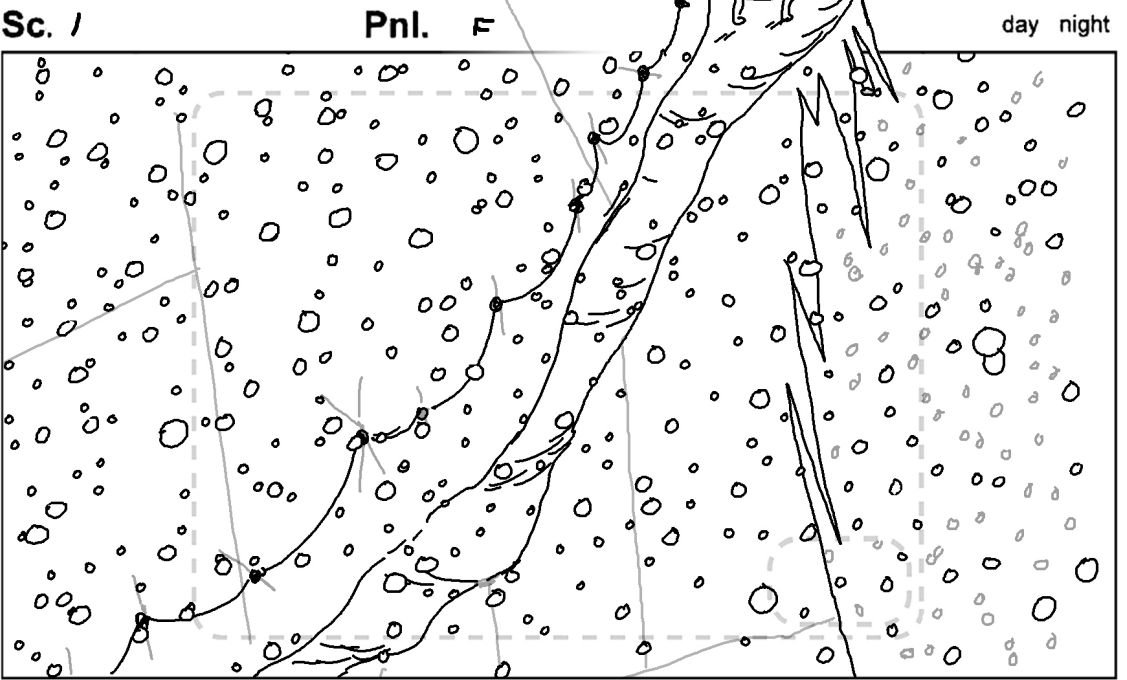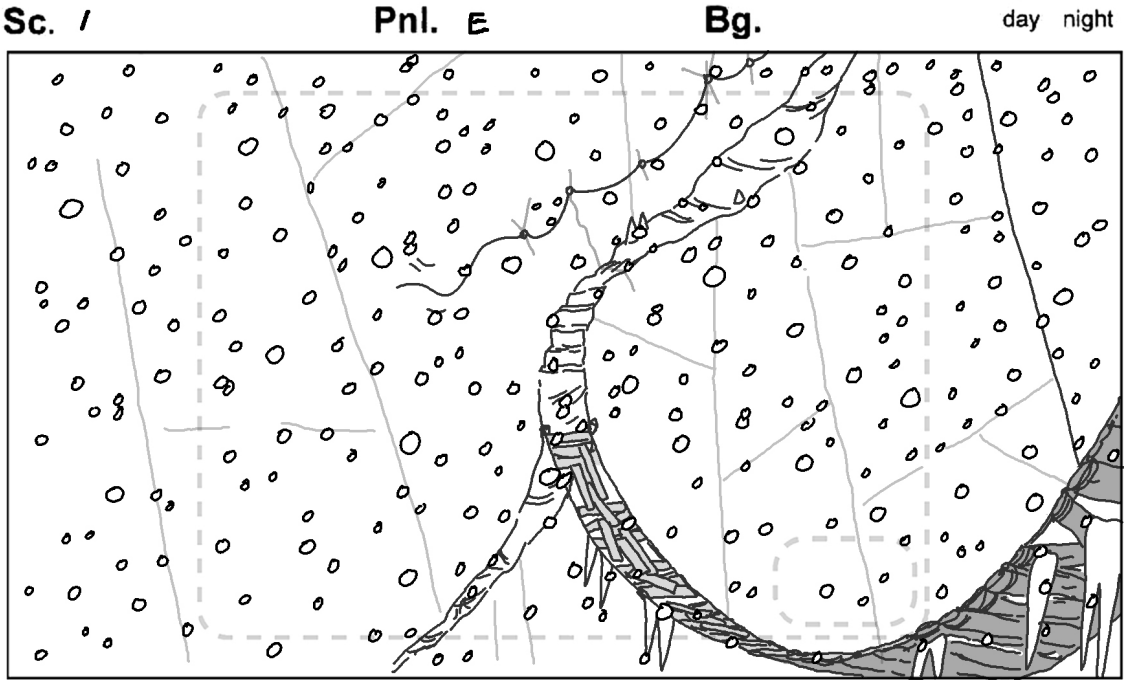
Action:

Timing:

EPISODE #

Production :

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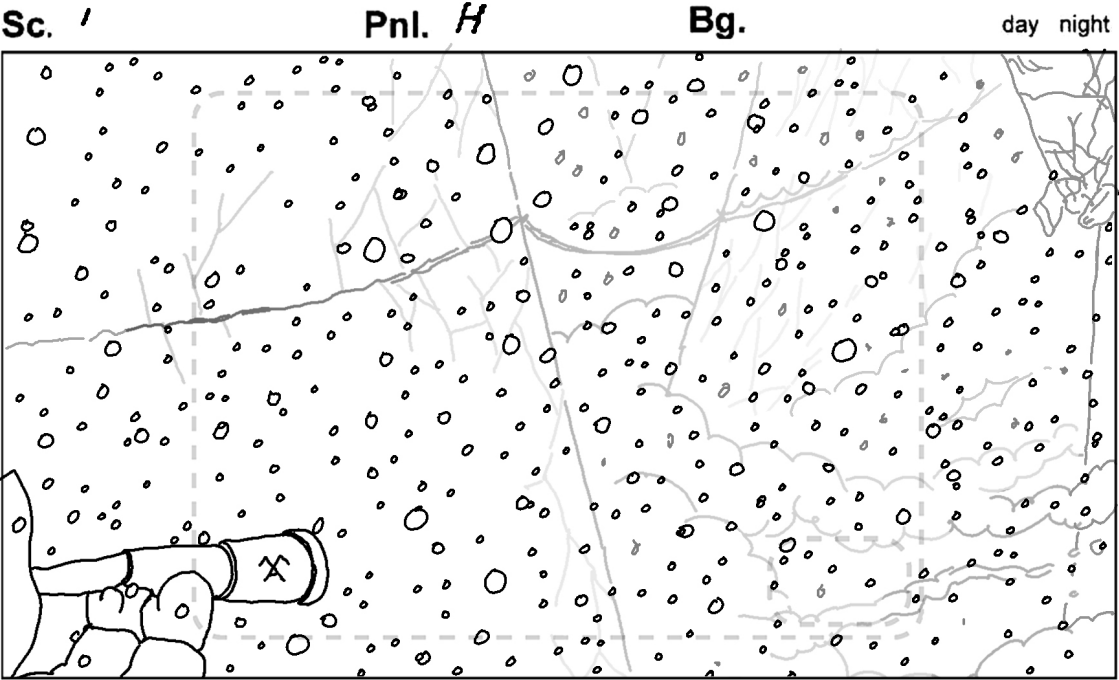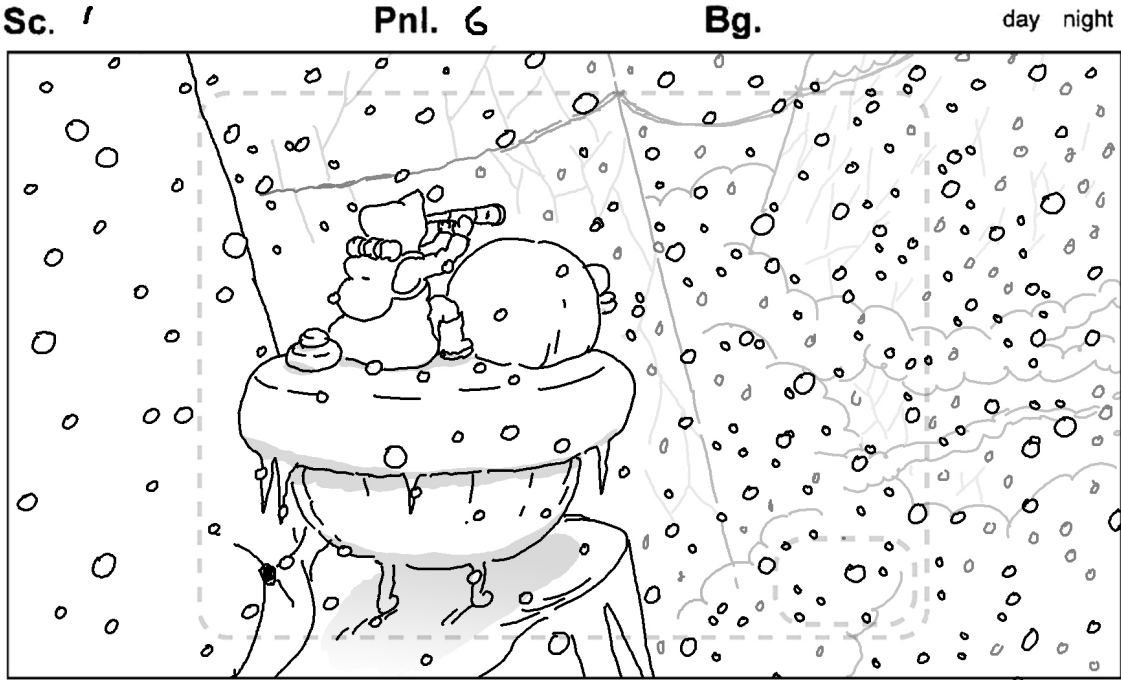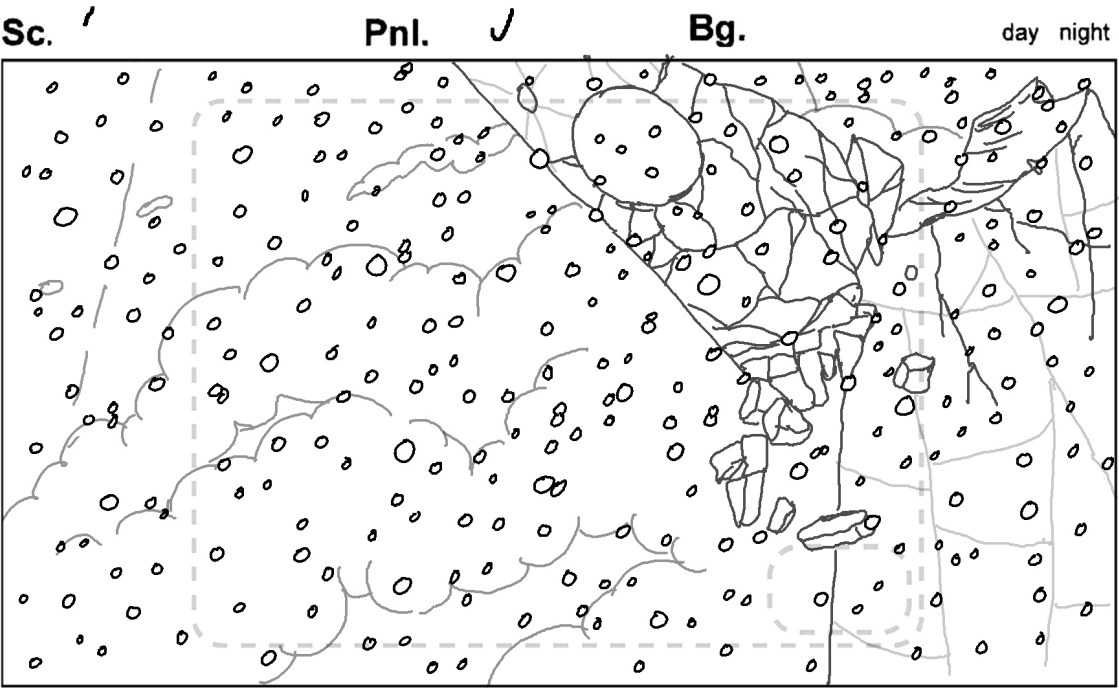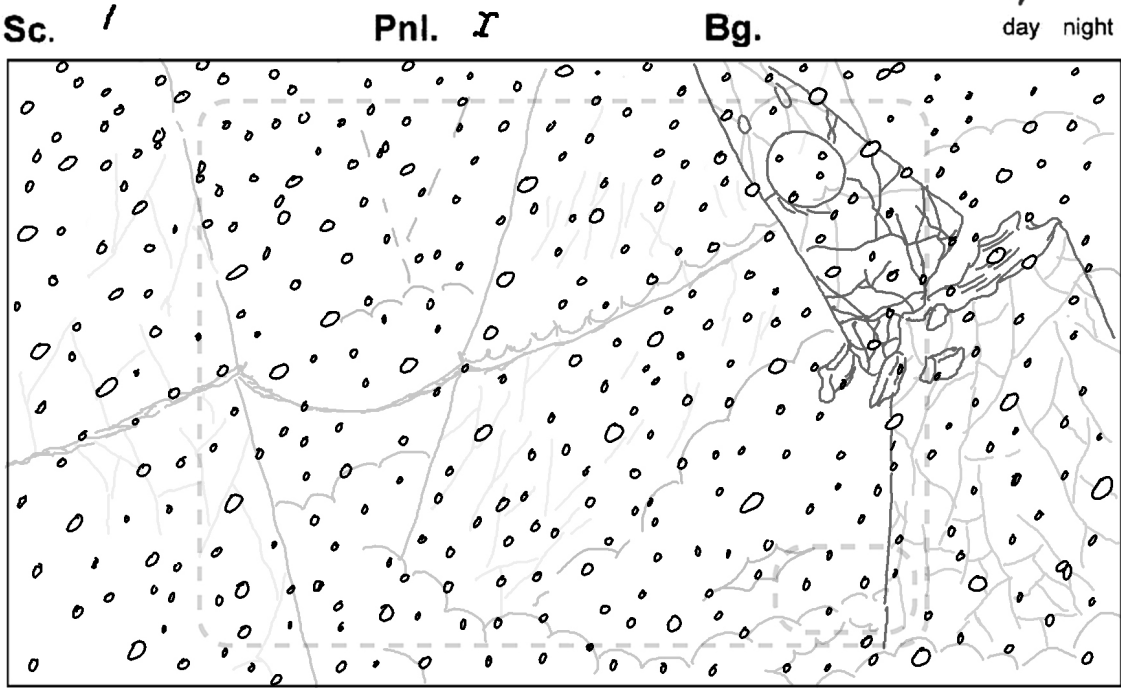
ADVENTURE TIME

Sc. 1   Pnl. K   Bg.   day night   Sc. 1   Pnl. 6   Bg.   day night

Dialog:

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. 1   Pnl. M   Bg.   day night

Sc. 1   Pnl. N   Bg.   day night
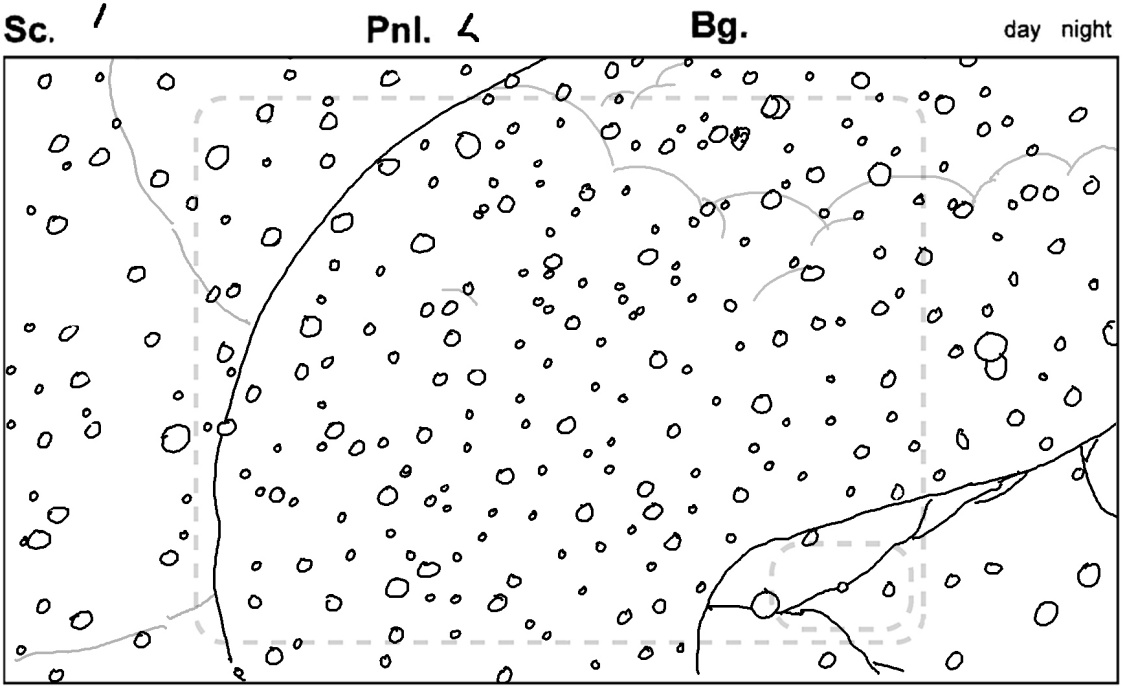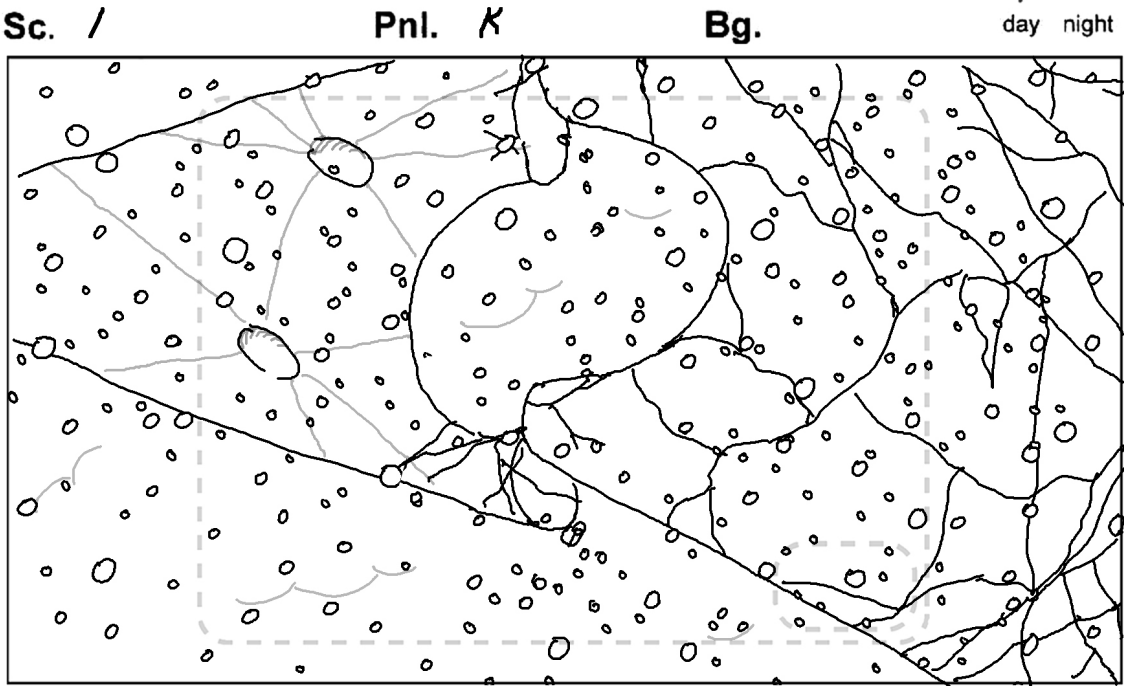
EPISODE #

Dialog:

Action: Mist around the mountains, grey or white ...

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. 0   Bg.   day night

Sc. 1   Pnl. P   Bg.   day night

Dialog:

Action:

Timing:

... actual clouds, closer to those cool
clounds from Graybles 1000+ and Lemonhope.

EPISODE #

Production :

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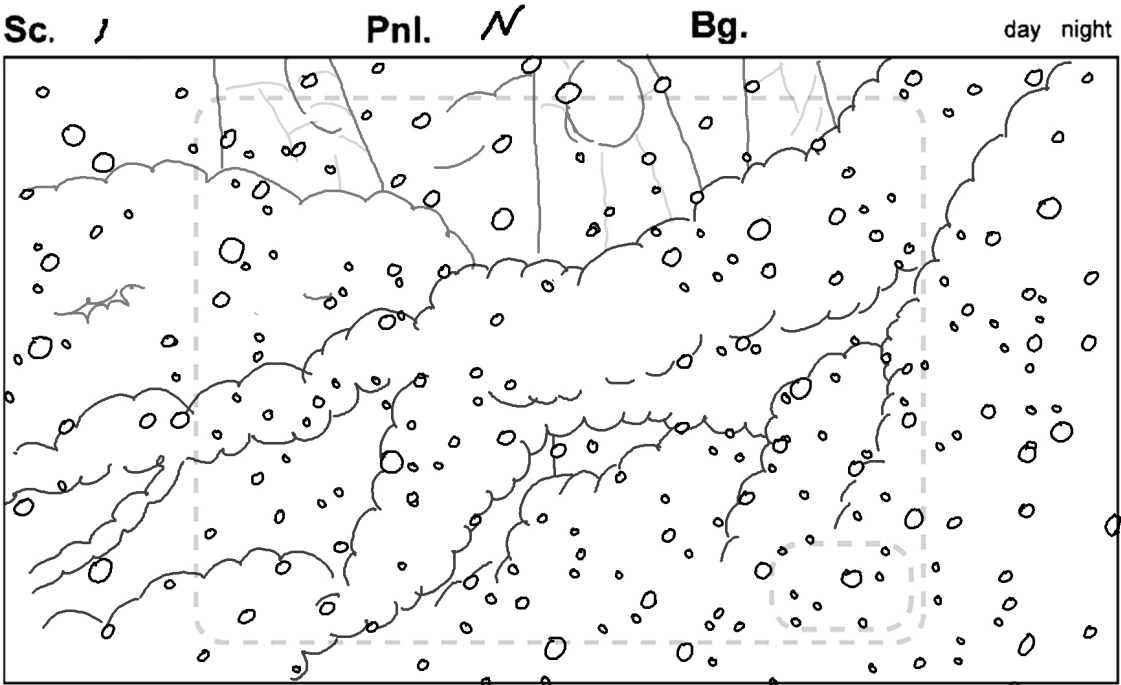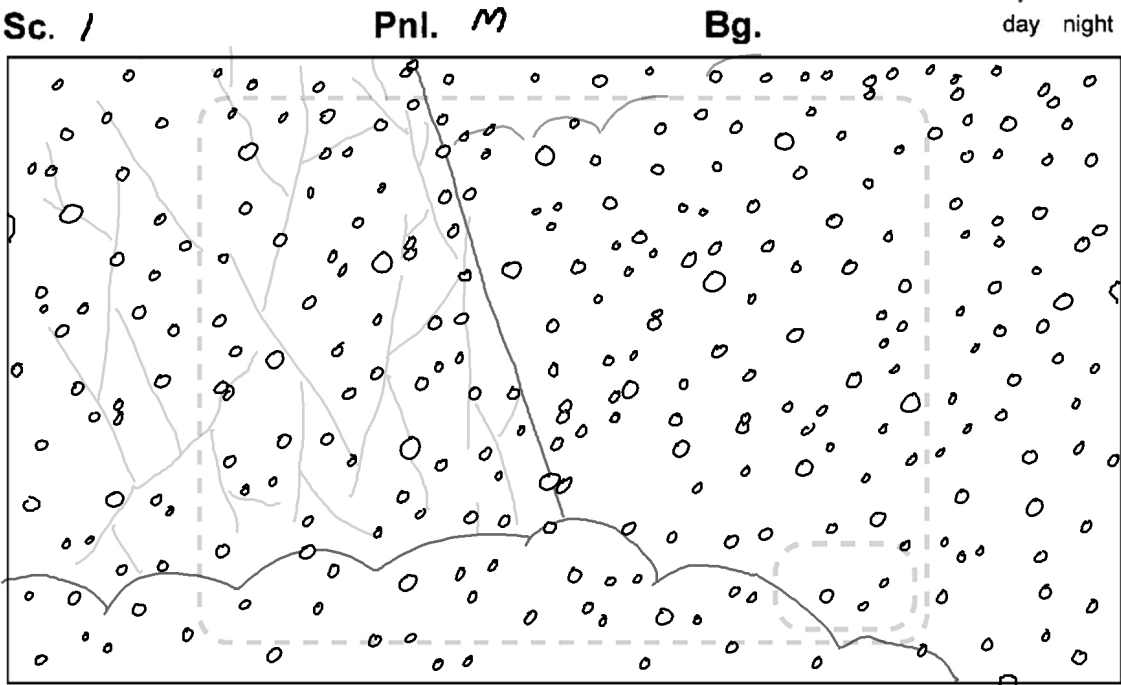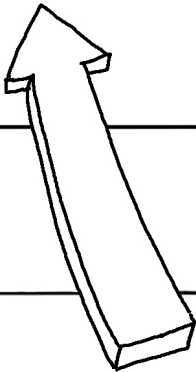
ADVENTURE TIME

Sc. '   Pnl. Q   Bg.   day night   Sc. '   Pnl. R   Bg.   day night

EPISODE #

Dialog:

(IT) HA!!!

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. 5   Bg.   day night   Sc. 1   Pnl. 7   Bg.   day night

Dialog:

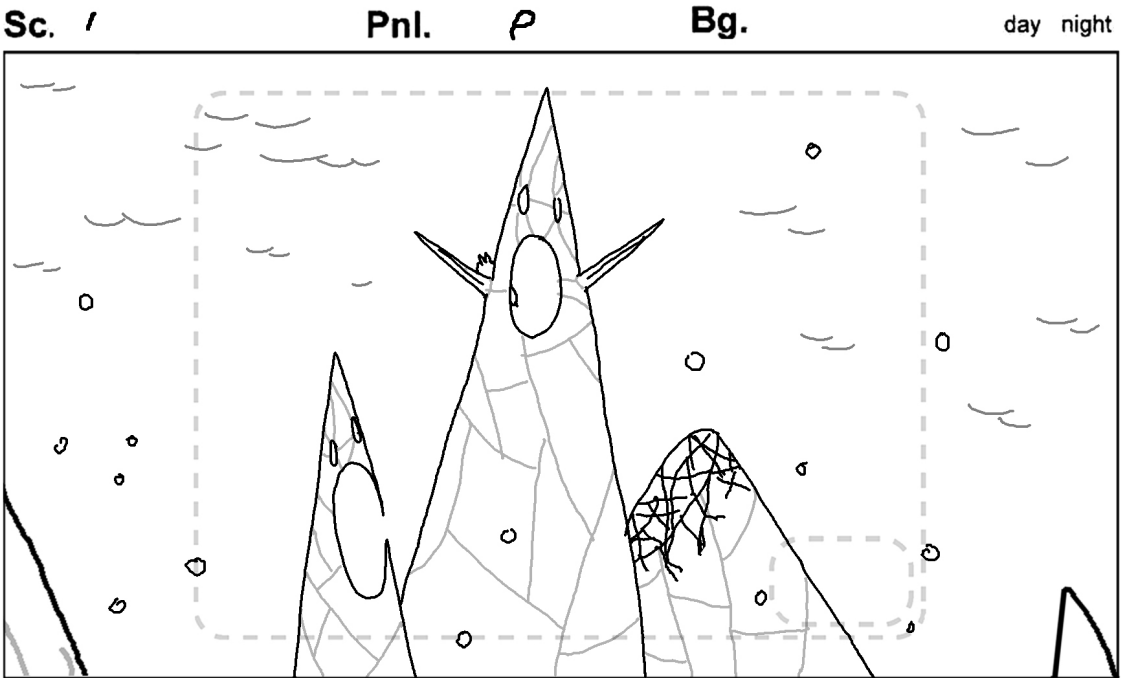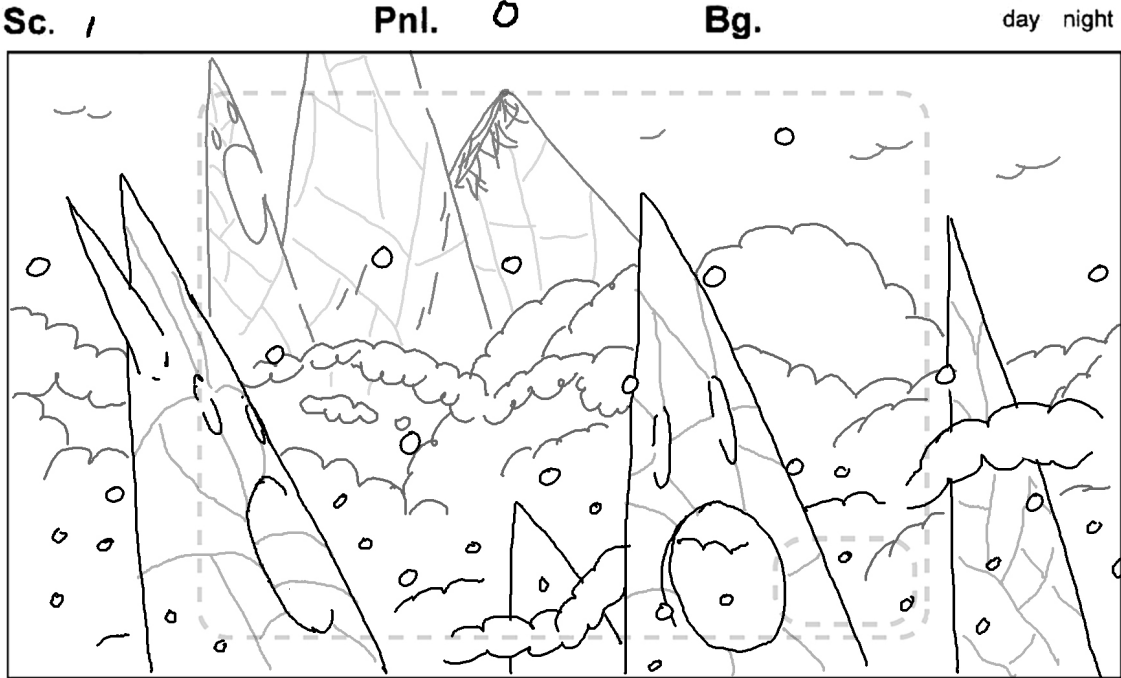| Action: |
|---|
| |

Timing:

EPISODE #

Production :

© 2009 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.
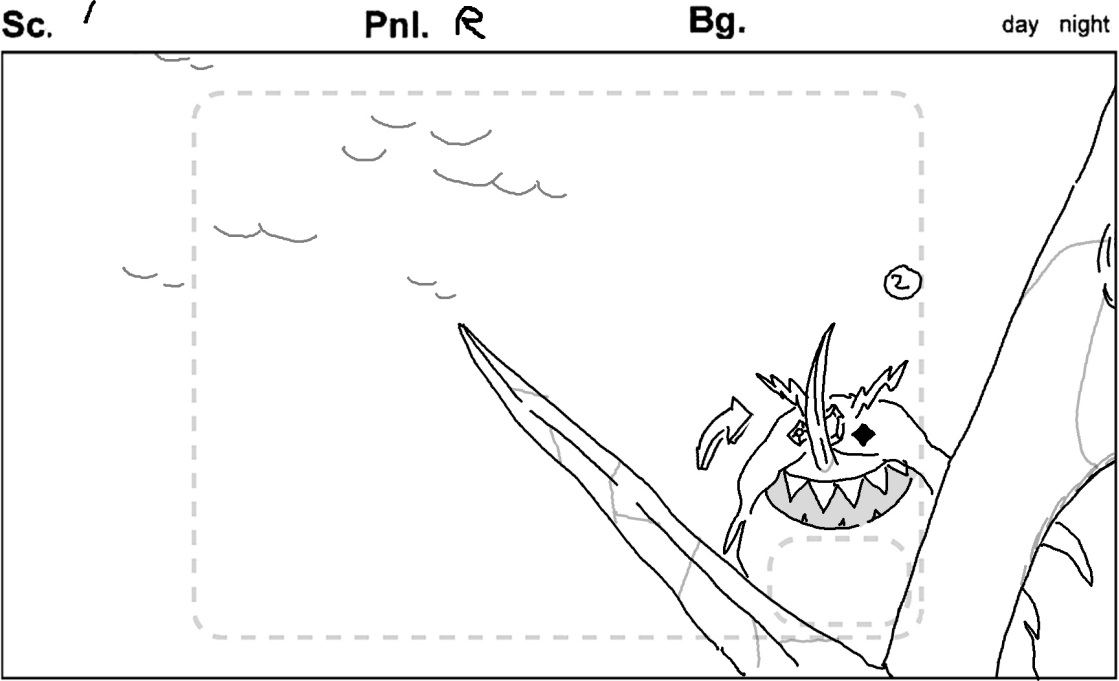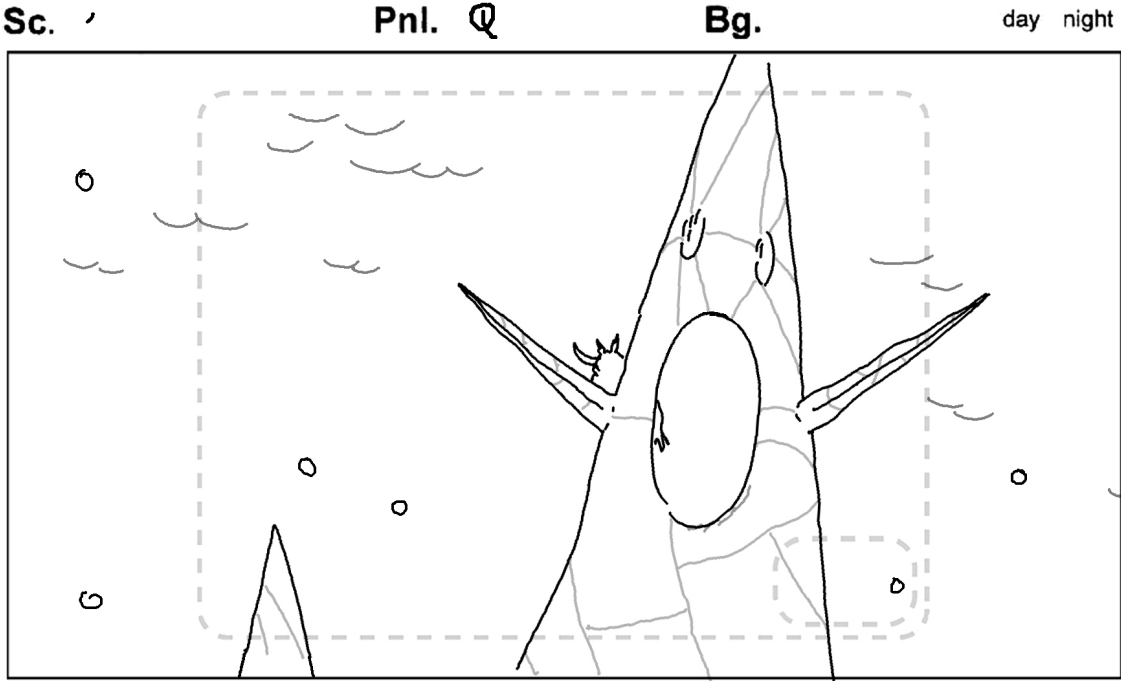
ADVENTURE TIME

Sc.   Pnl. ∪   Bg.   day night   Sc.   Pnl. v   Bg.   day night

Dialog:

(IT) : LAUGHING :

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. _____ Pnl. W Bg. _____ day night

Sc. _____ Pnl. X Bg. _____ day night

EPISODE #

Dialog:

(IT) : LAUGHING :

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. Y   Bg.   day night   Sc. 1   Pnl. Z   Bg.   day night
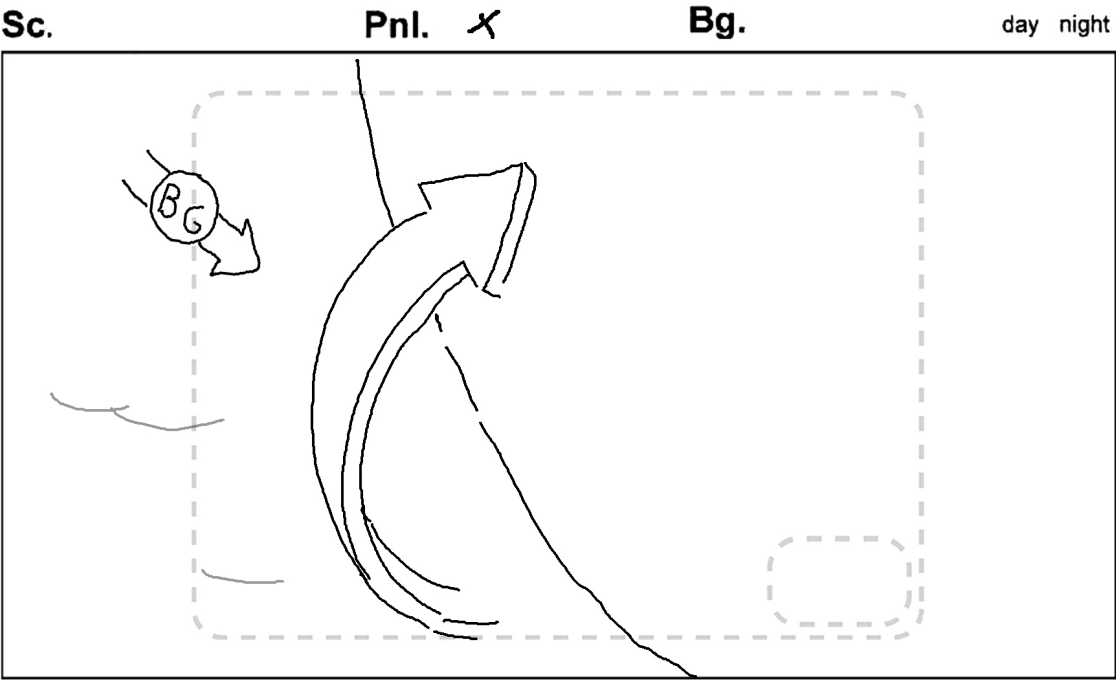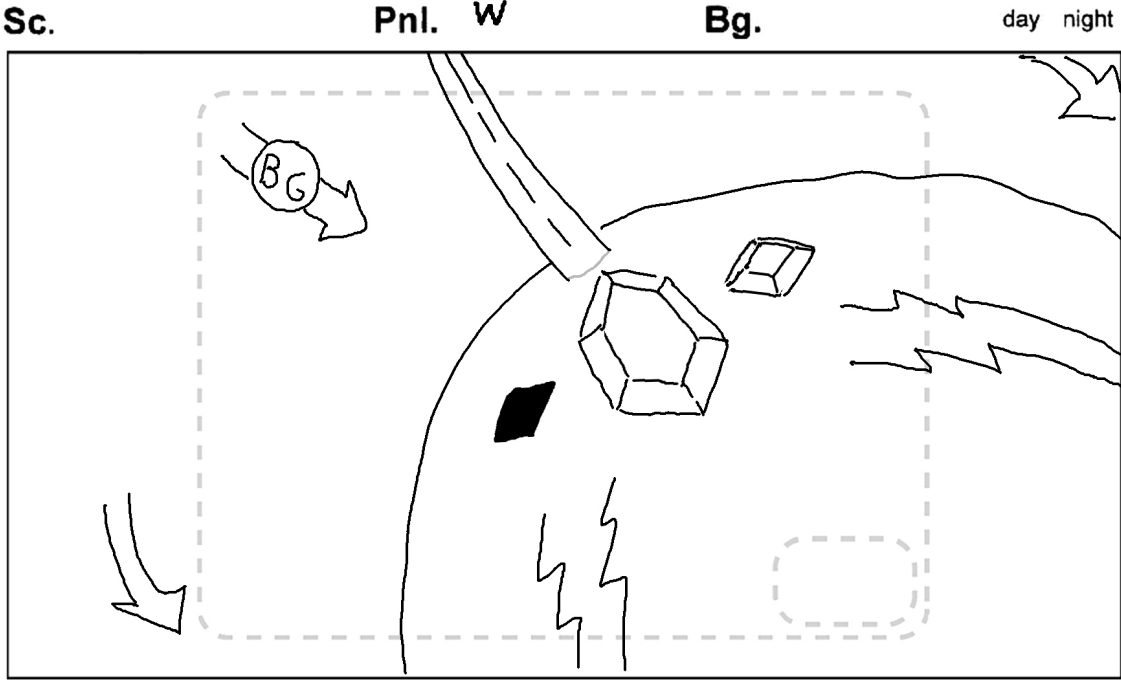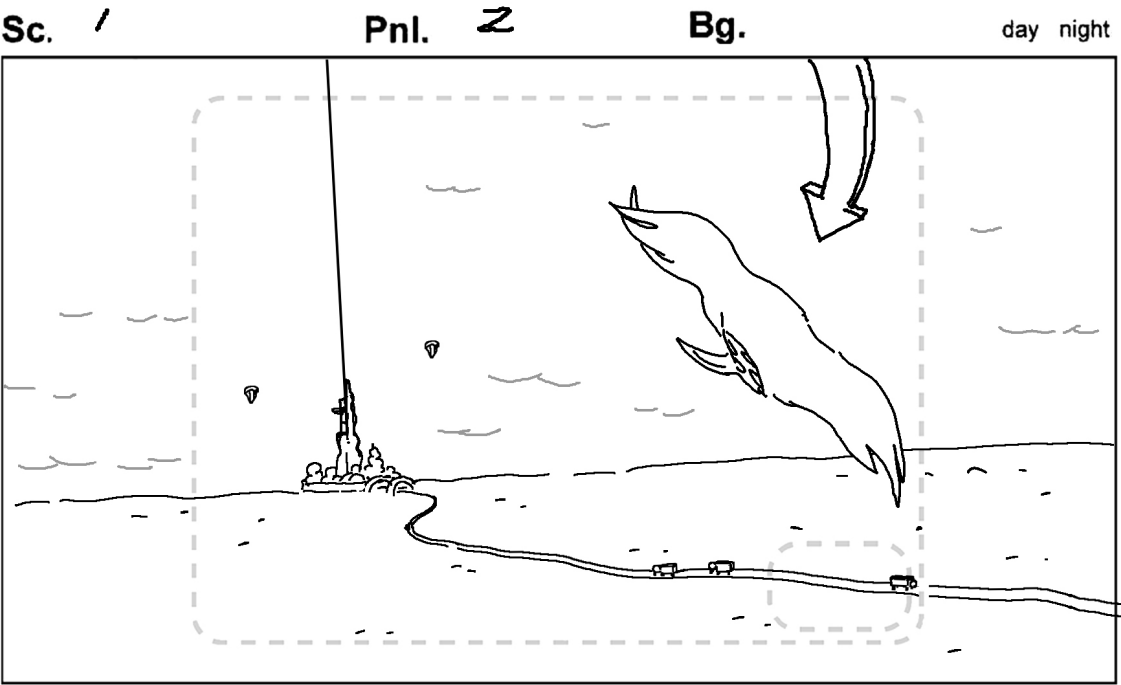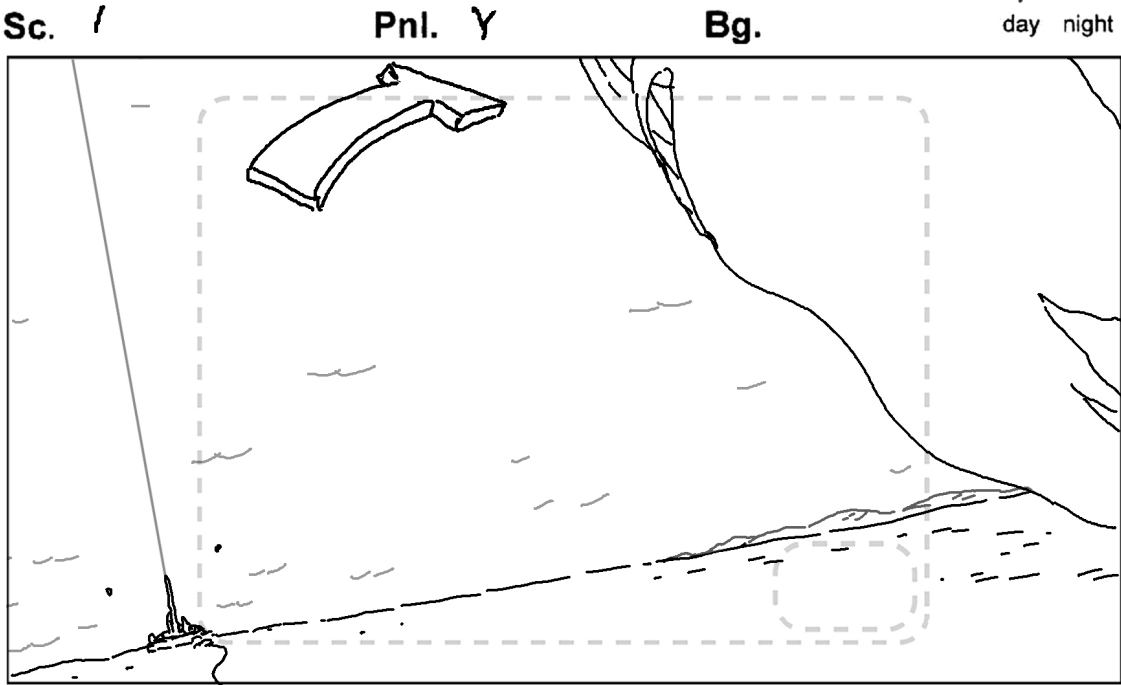
Dialog:

(IT) : LAUGHING :

Action:

Pup Kingdom

TRUCKS ON THE ROAD.

Timing:

ADVENTURE TIME

Sc. 1   Pnl. AA   Bg.   day night   Sc. 1   Pnl. BB   Bg.   day night

EPISODE #

Dialog:

(IT) : LAUGHING

Pup Kingdom Ref.

Action:

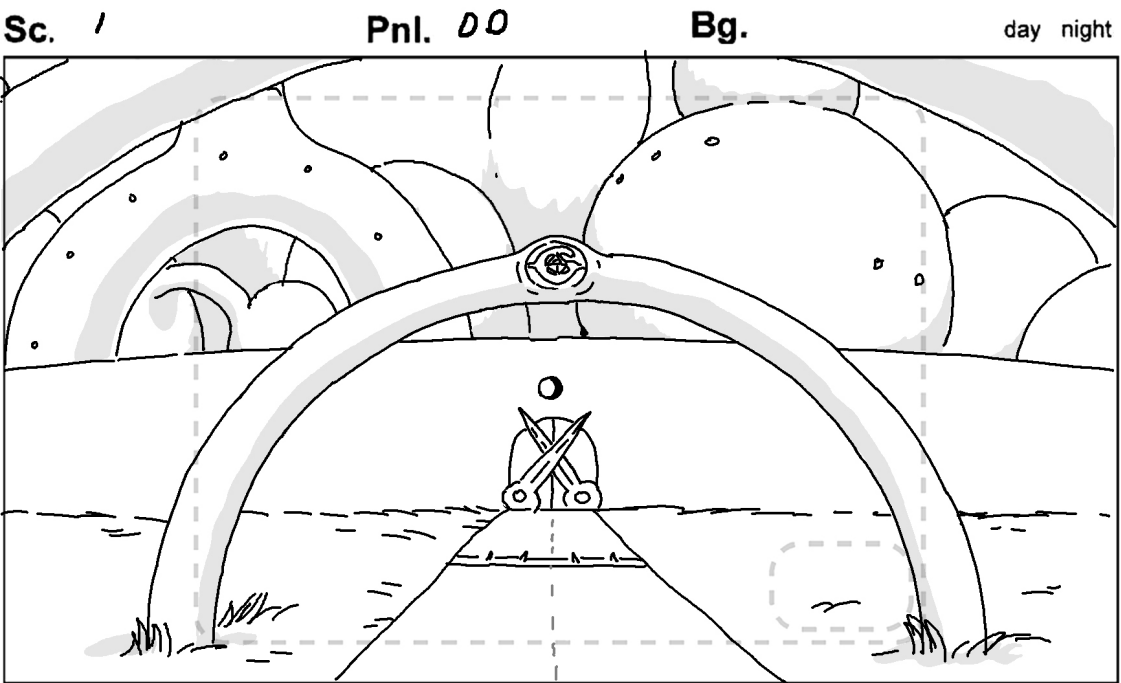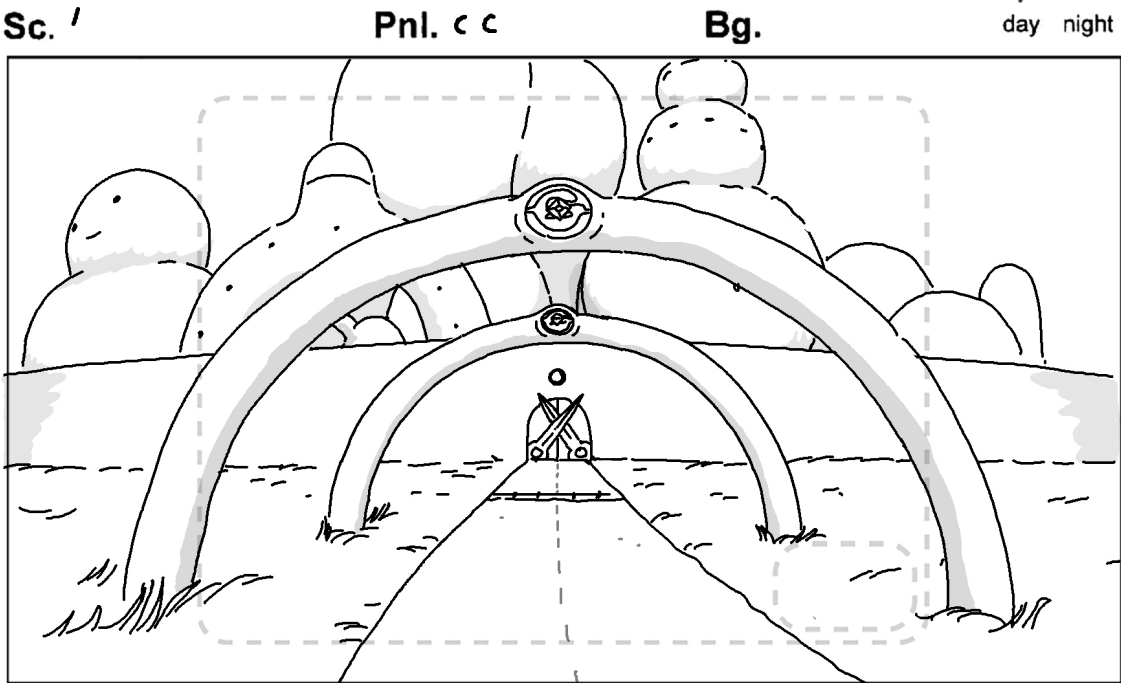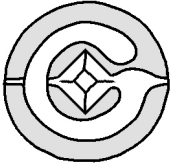Very clean looking, mostly cream coloured with primary coloured accents. All plastic looking, like a baby's toy.

Timing:

(The design has changed more since I drew this than I thought it had. Do whatever looks good!)

Production :

ADVENTURE TIME

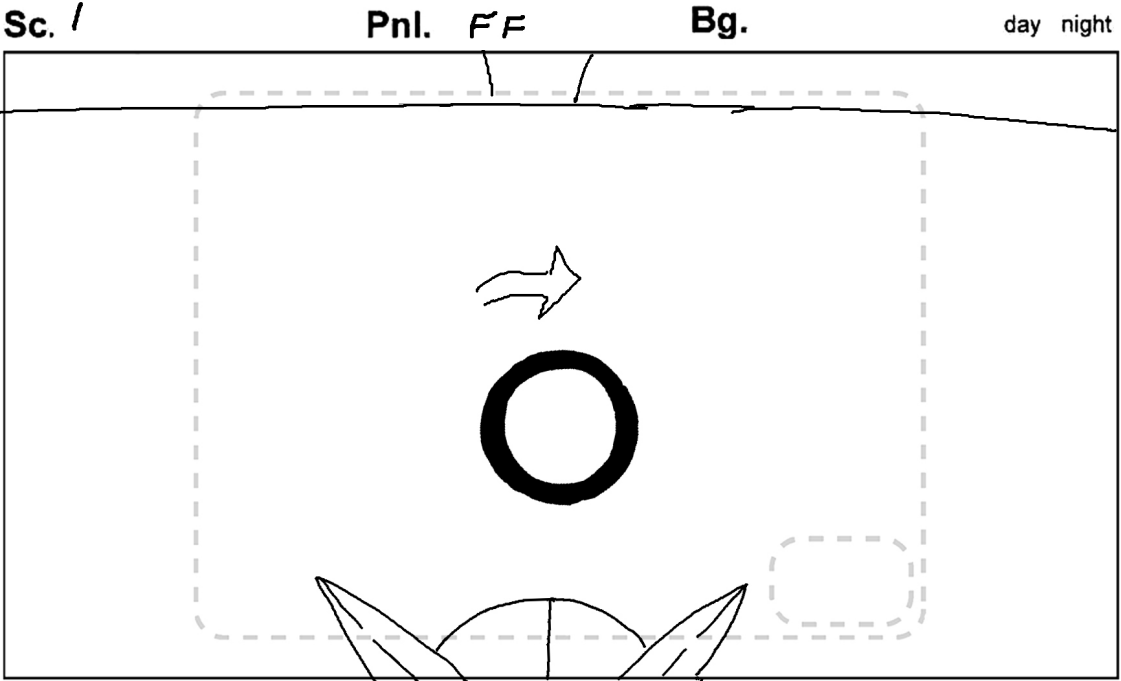Sc. 1   Pnl. CC   Bg.   day night

Sc. 1   Pnl. OO   Bg.   day night
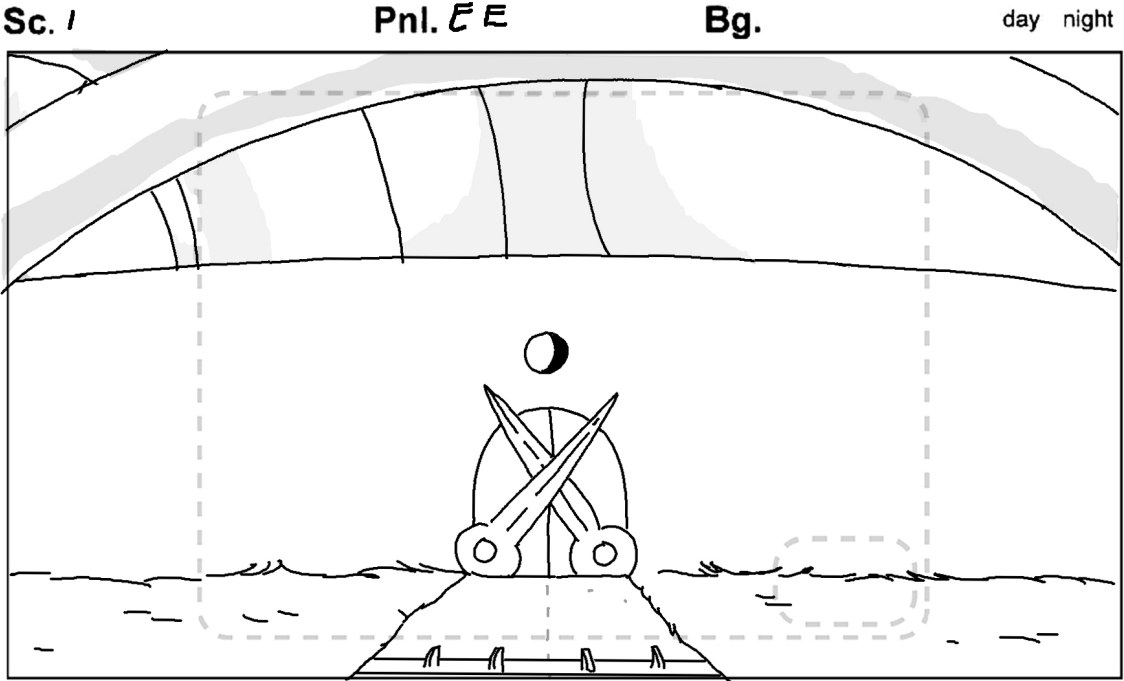

EPISODE #

Dialog:

Action:

Timing:

Gibbon's logo
Ice Crown's Jewel in the center

The theme of G logos, Gross and Gumbald
before this.

Production :

ADVENTURE TIME

Sc. 1   Pnl. EE   Bg.   day   night   Sc. 1   Pnl. FF   Bg.   day   night

Dialog:	
Action:	Horzion starts tilting again.
Timing:	

EPISODE #

Production :

ADVENTURE TIME

Sc. 1 Pnl. G G Bg. day night

Sc. 1 Pnl. H H Bg. day night
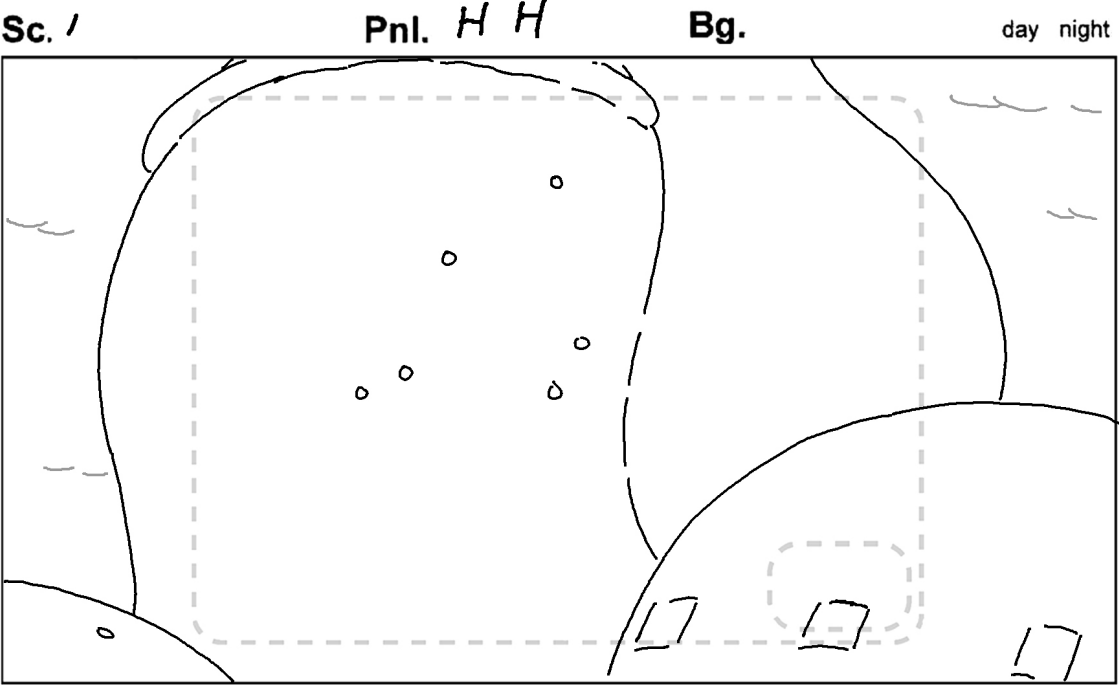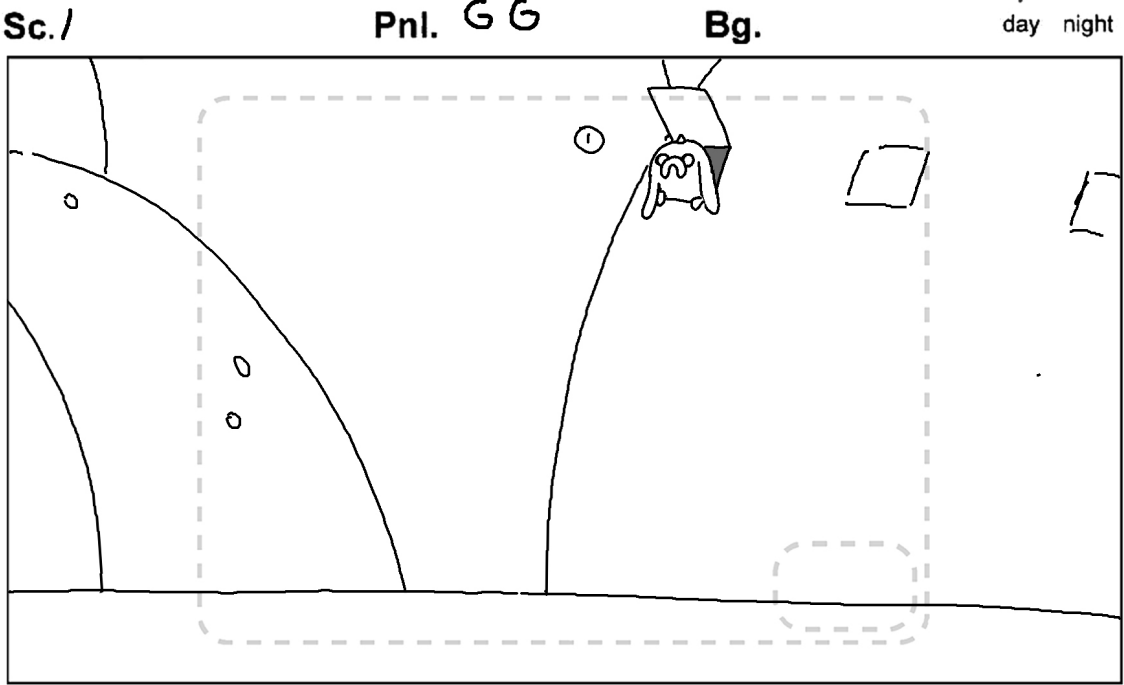
EPISODE #

Dialog:

Action:

Long eared pup,
maybe light blue?

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. II   Bg.   day night

Sc. 1   Pnl. JJ   Bg.   day night
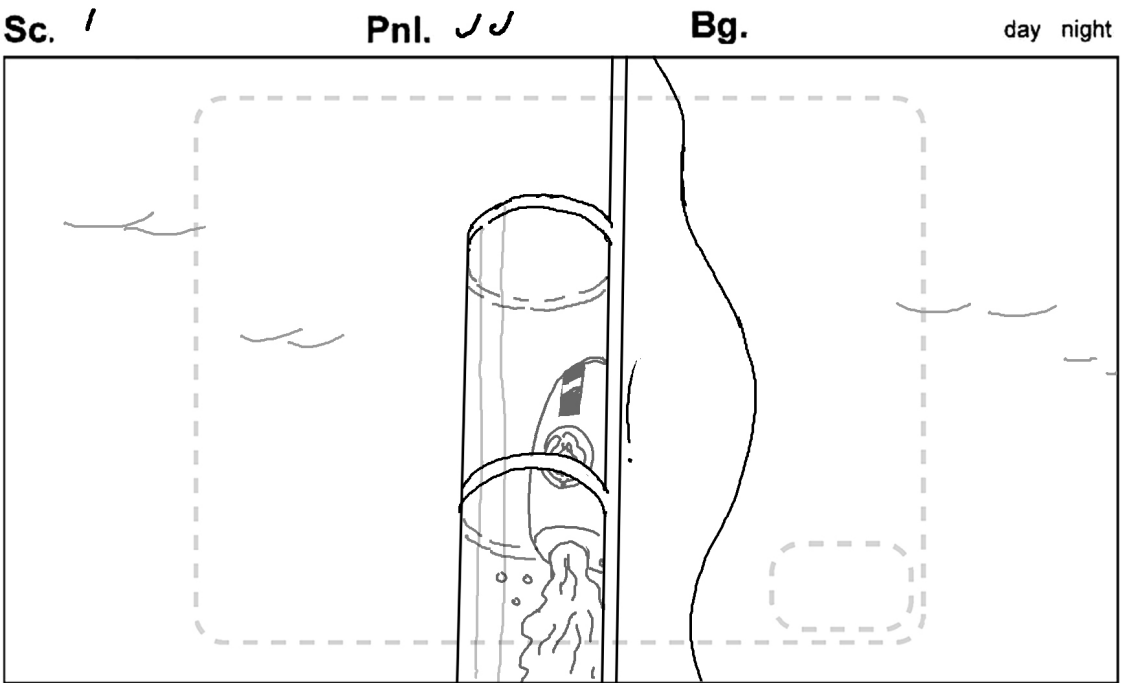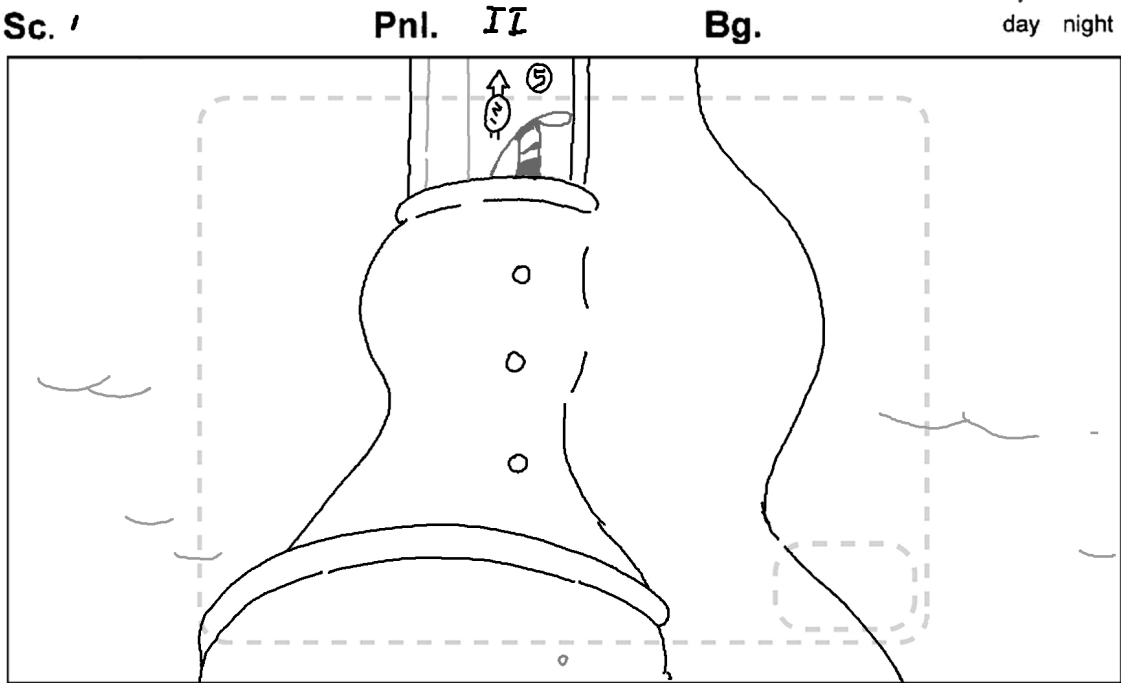
EPISODE #

Dialog:

(SFX) - WOOOSH! -

Action:

Red flames flare up as shuttle picks up speed ...

Timing:

① ② ③ ④

Production :

ADVENTURE TIME

Sc. 1   **Pnl.** KK   **Bg.**   day night   **Sc.** 1   **Pnl.** LL   **Bg.**   day night

EPISODE #

Dialog:

(IT) : DISTANT LAUGHING :

Action:

... flame turns blue as it speeds up, like a propane torch.

Timing:
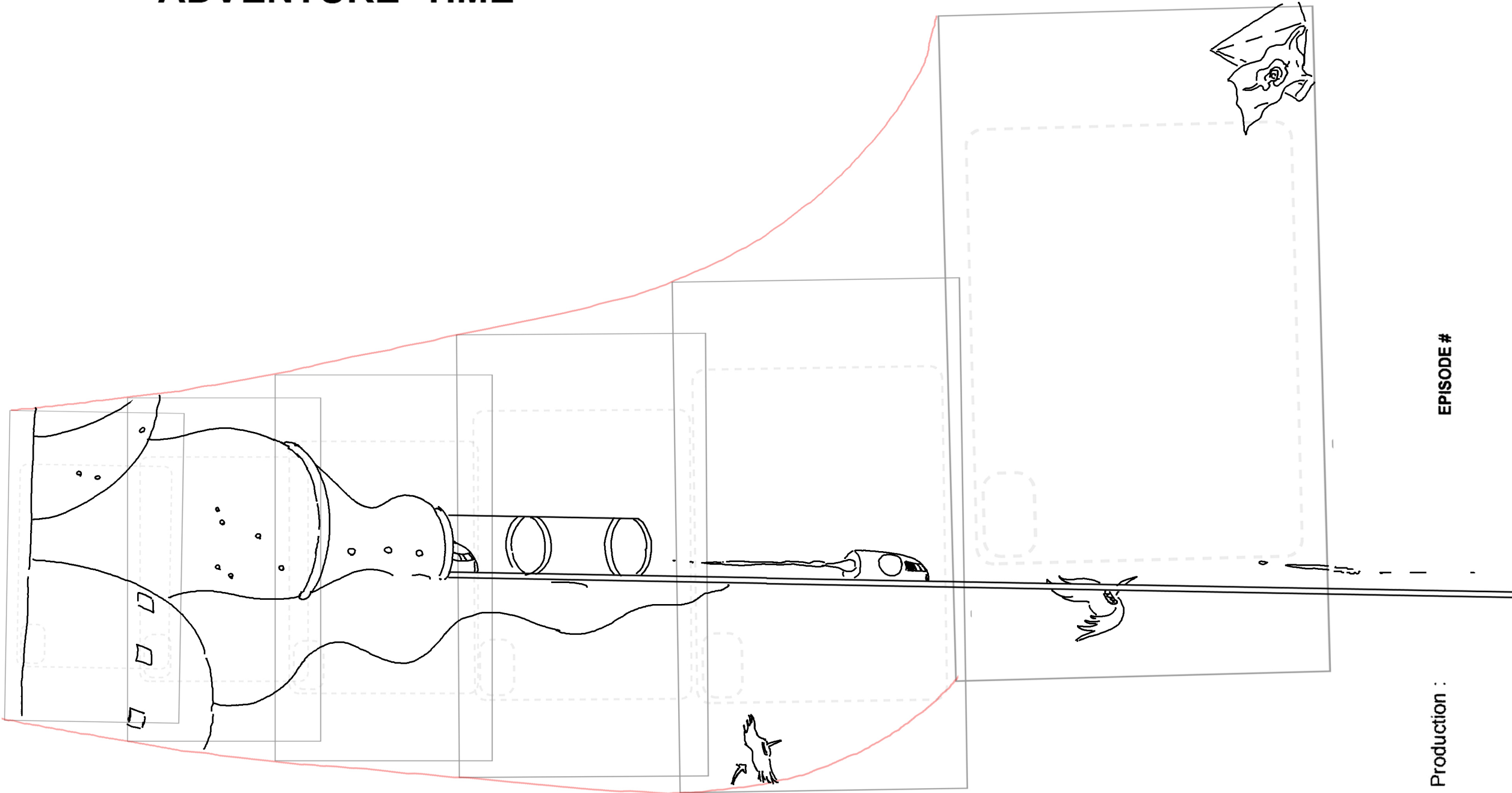
Production :

EPISODE #

Production :

This is the reference I used for the previous part

ADVENTURE TIME

Sc. 1   Pnl. MM   Bg.   day   night

Sc. 1   Pnl. NN   Bg.   day   night

EPISODE #
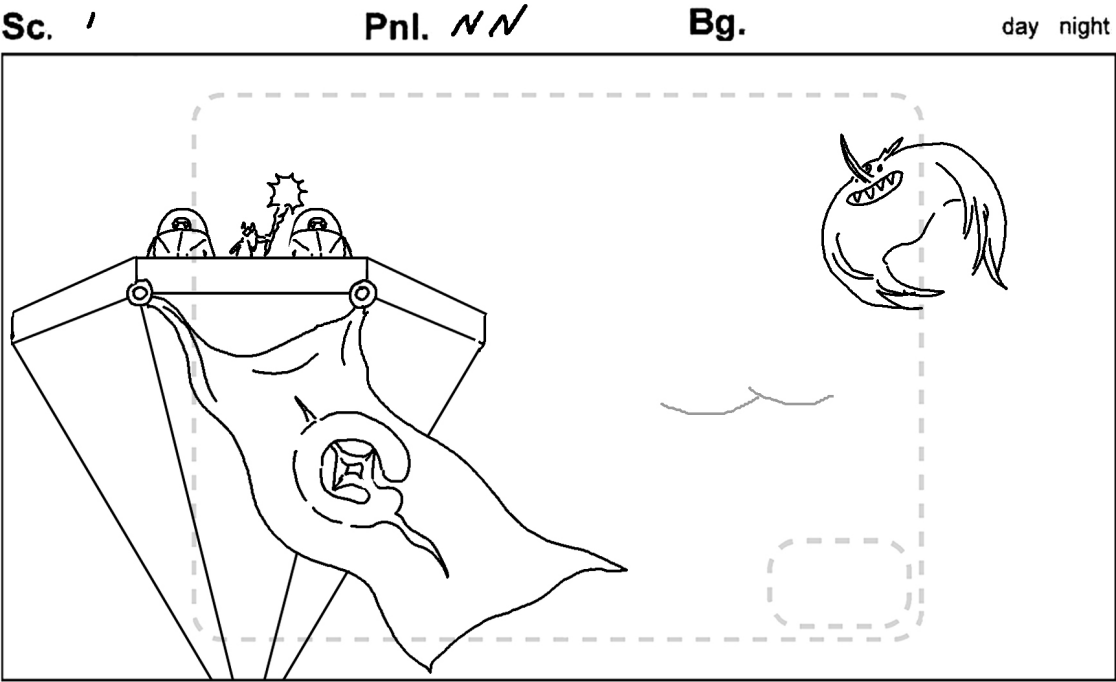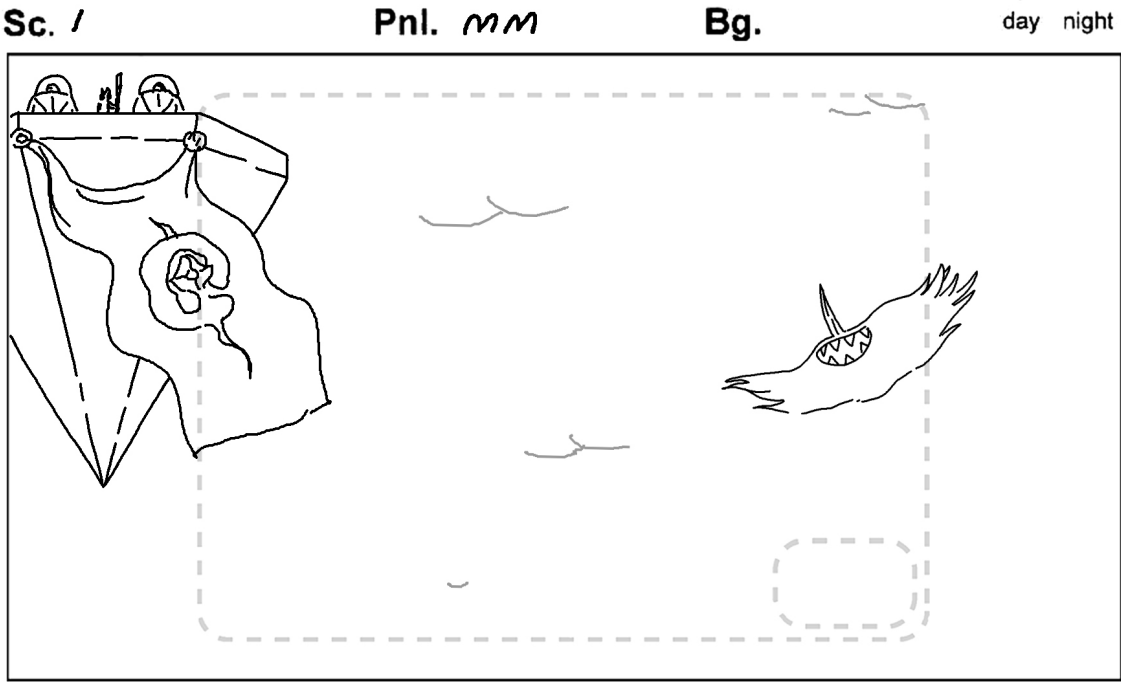
Dialog:

(IT) : LAUGHING :

Action:

Gibbon's staff flares up, (ref. the effect of IK's ice bolts in Princess Potluck, with the sky darkening briefly when he blasts)

Timing:

Production :

ADVENTURE TIME

Sc. 1   **Pnl.** OO   **Bg.**   day   night   **Sc.** 1   **Pnl.** PP   **Bg.**   day   night
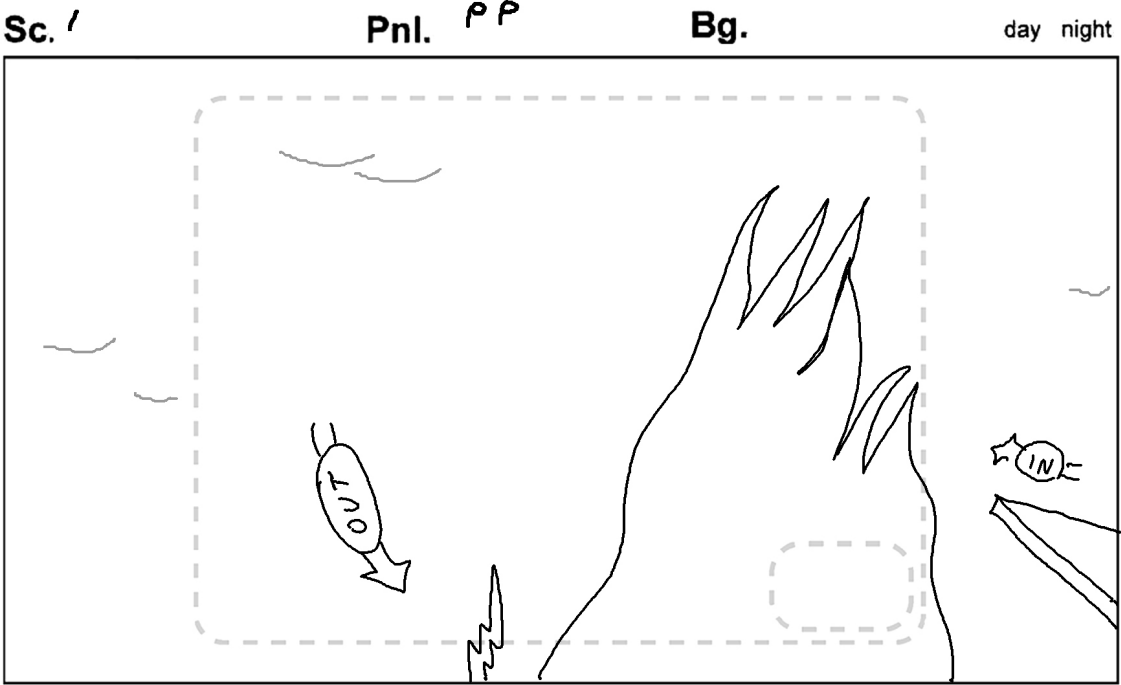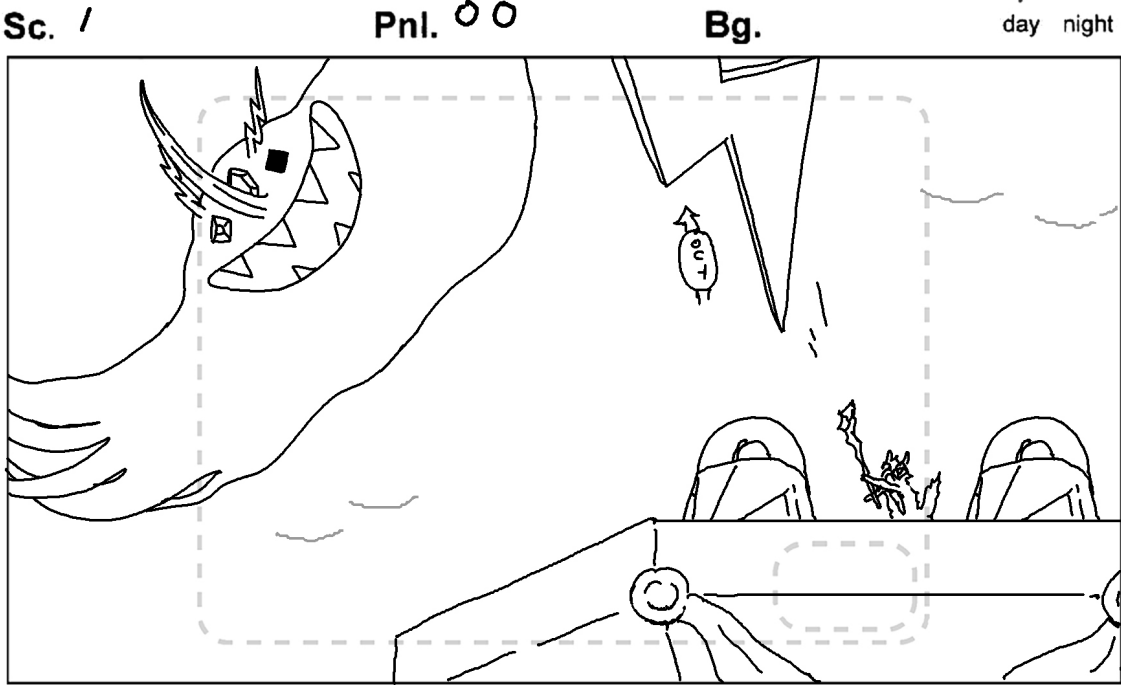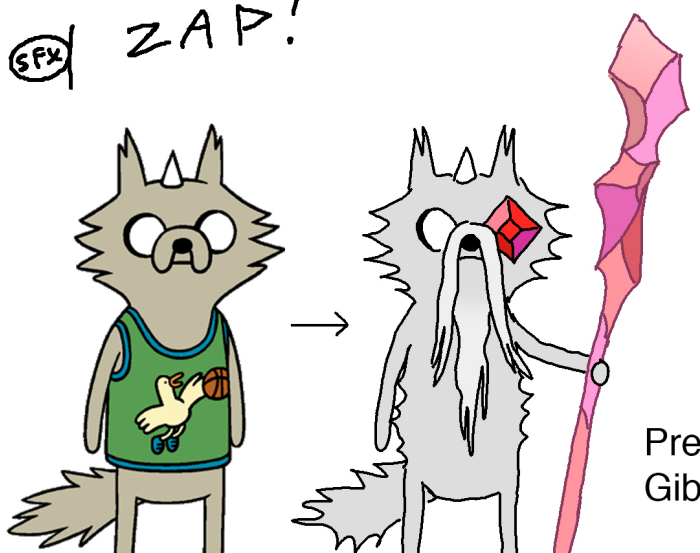
Dialog:

SFX ZAP!

IT : LAUGHING :

SFX ZAP!

Action:

Ice bolts are pink too.

Timing:

President Gibbon

EPISODE #

Production :

ADVENTURE TIME

Sc. 1 Pnl. QQ Bg. day night   Sc. 1 Pnl. RR Bg. day night

OUT

CAM
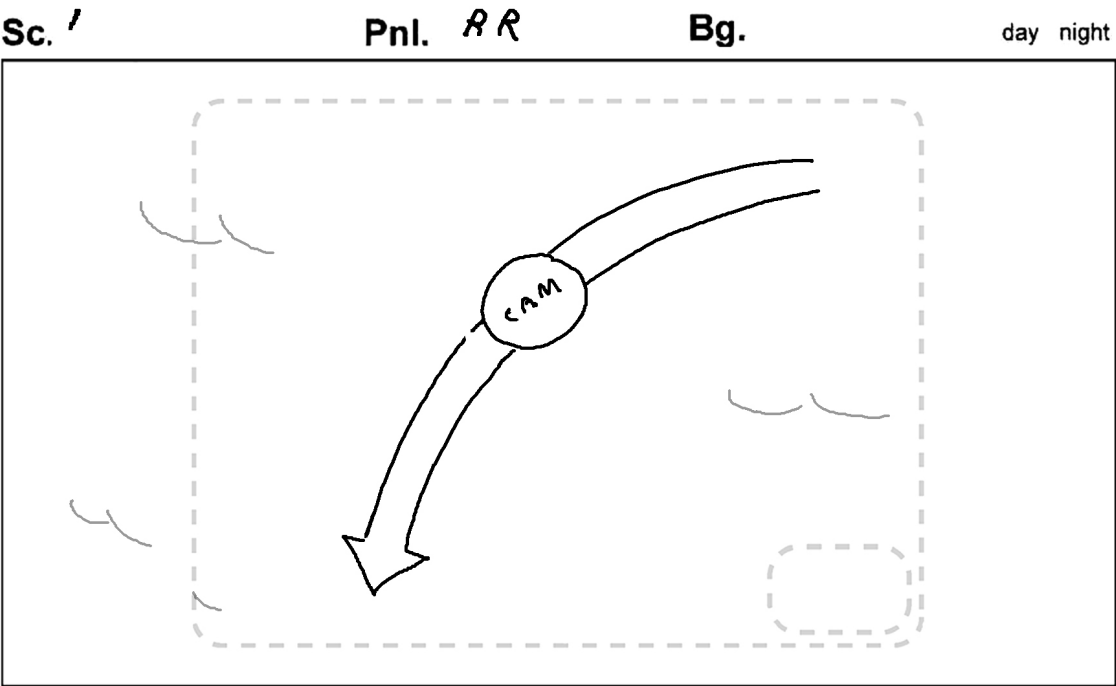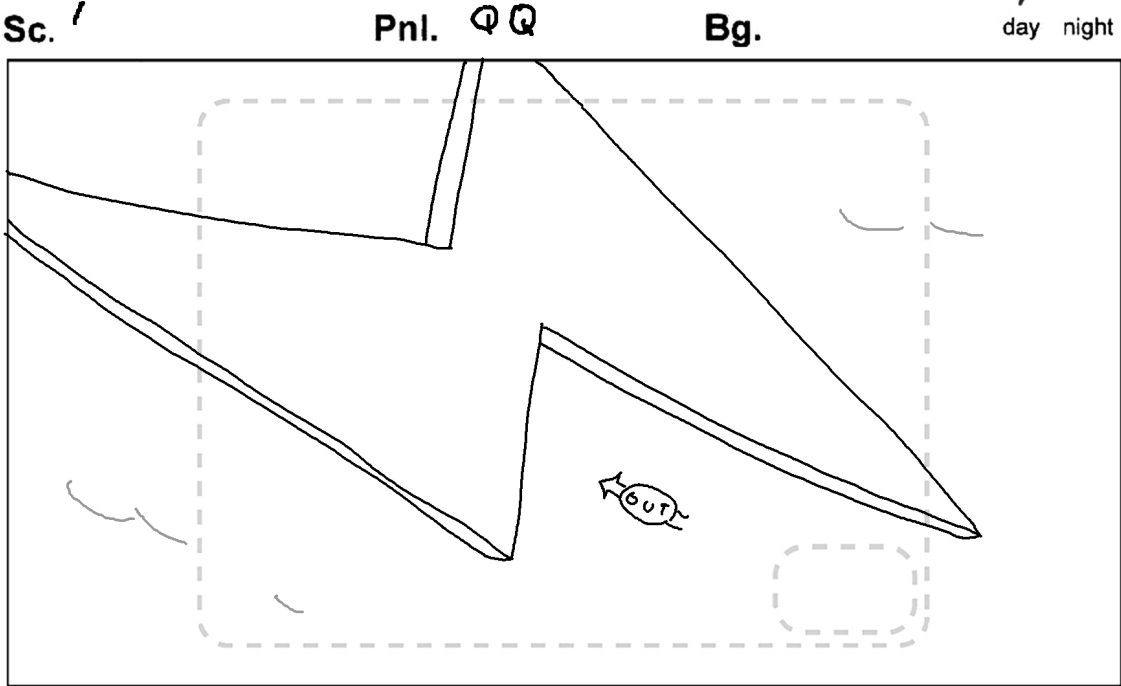
EPISODE #

Dialog:

Action: A SECOND BOLT.

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. 55   Bg.   day night   Sc. 1   Pnl. TT   Bg.   day night
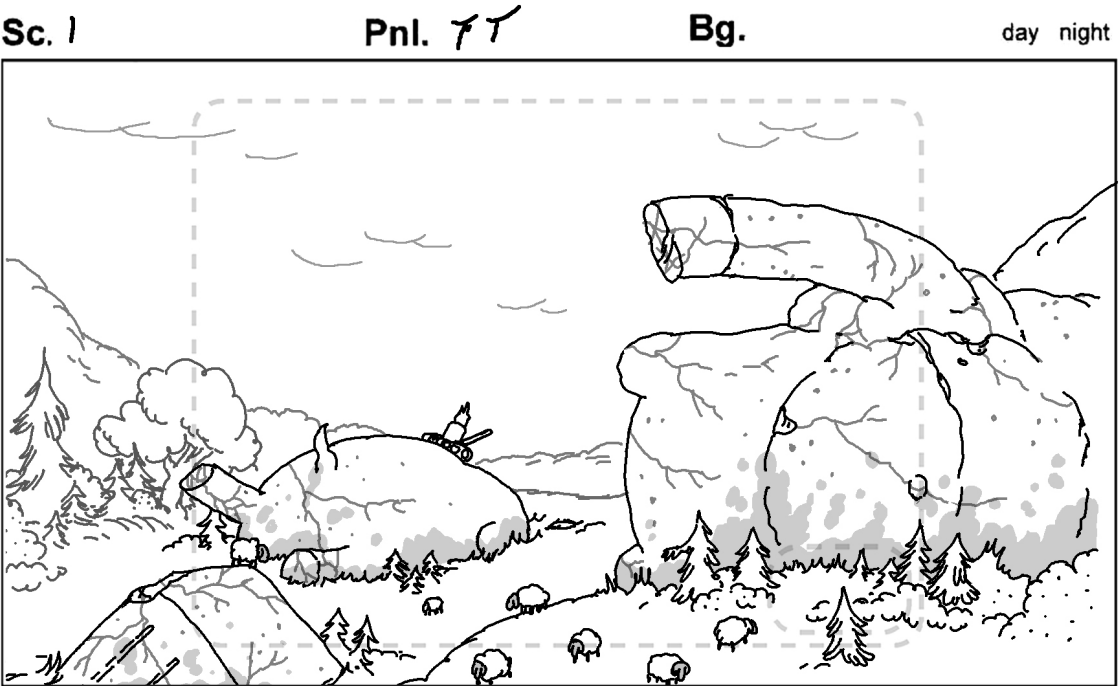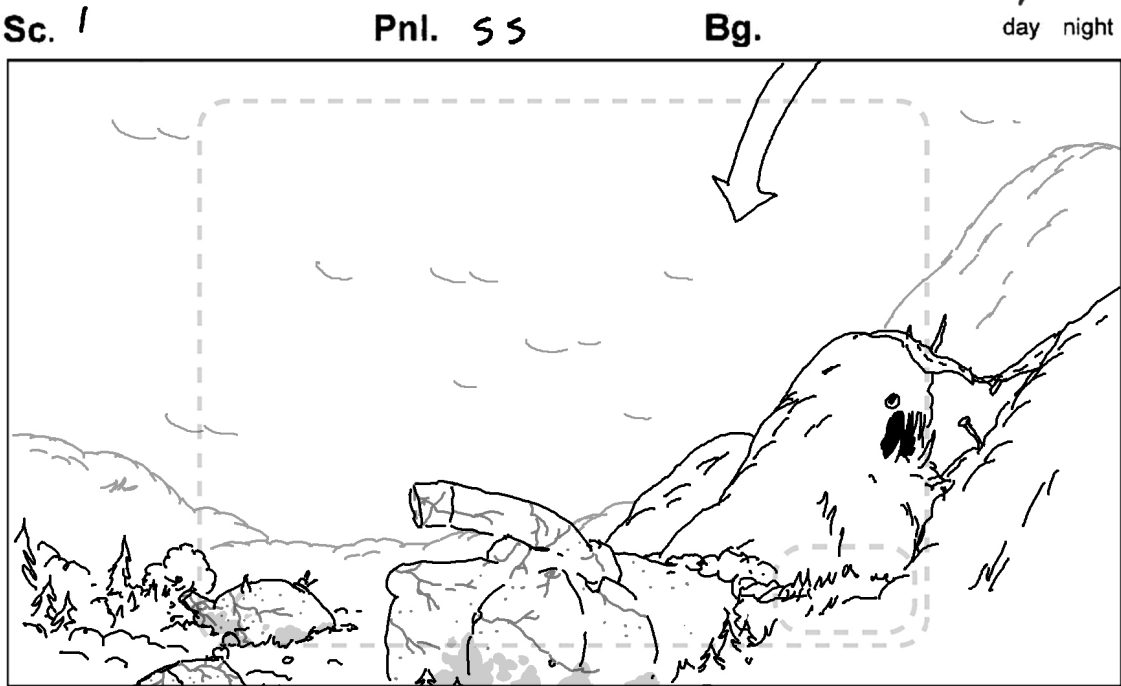
EPISODE #

Dialog:

Action:

Timing:

MARCY'S CAVE
FROM ORIGINAL
INTRO.

Production :

ADVENTURE TIME

Sc. 1   Pnl. UU   Bg.   day   night

Sc. 1   Pnl. V V   Bg.   day   night
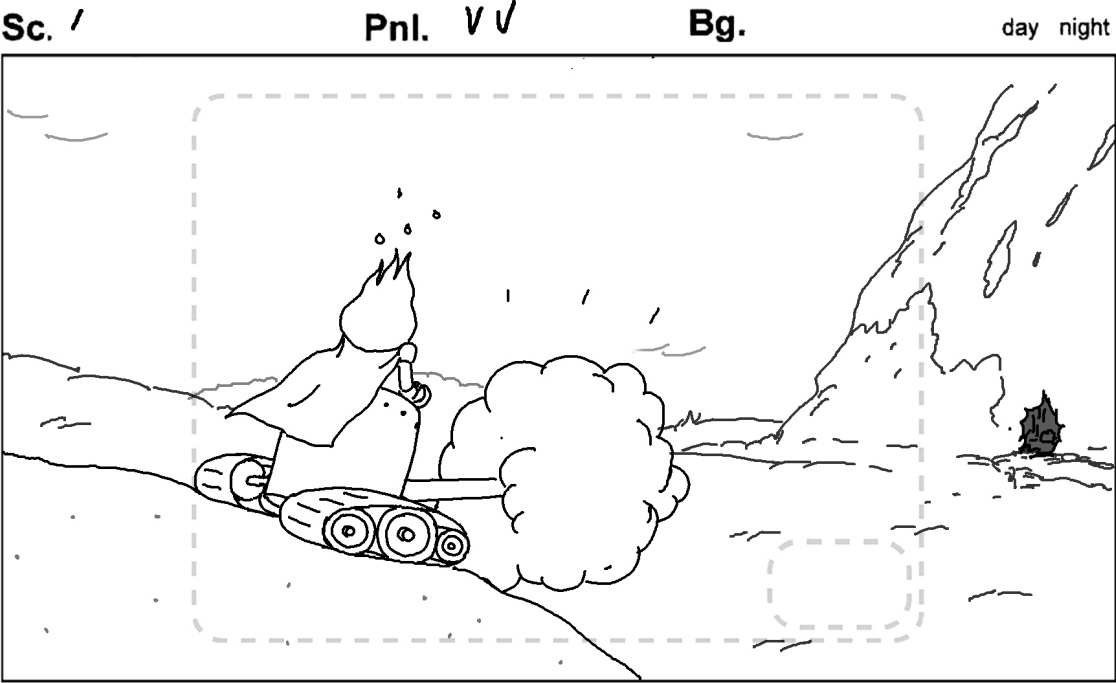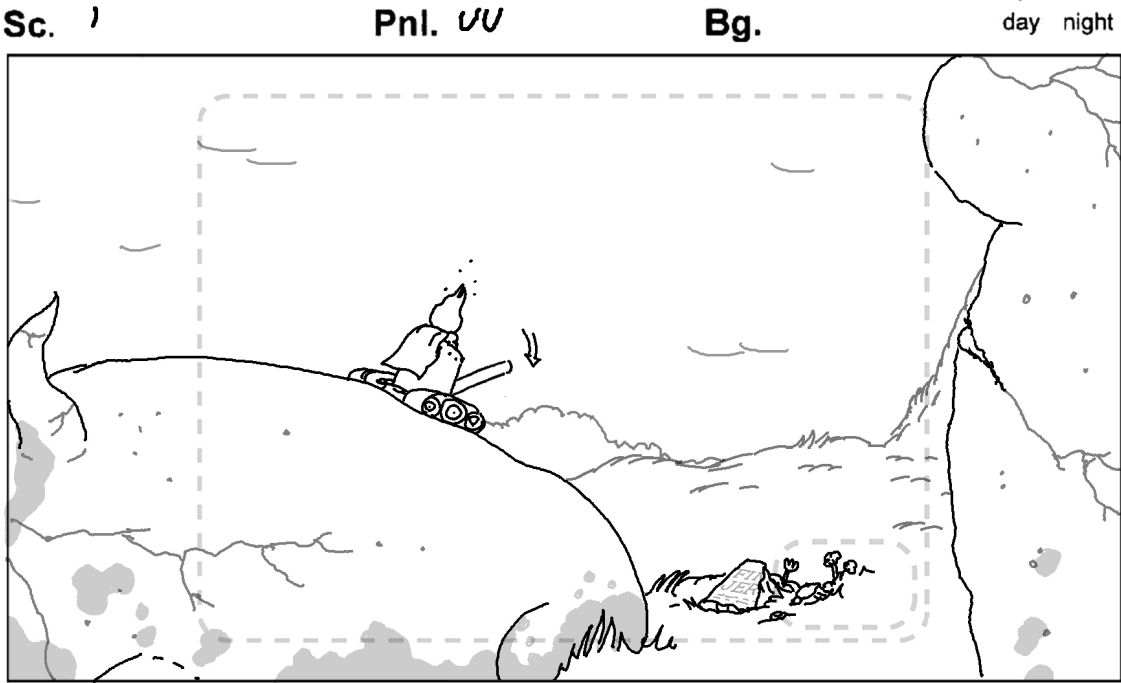
EPISODE #

Dialog:

SFX = BOOM =

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 1   Pnl. WW   Bg.   day night

Sc. 1   Pnl. XX   Bg.   day night
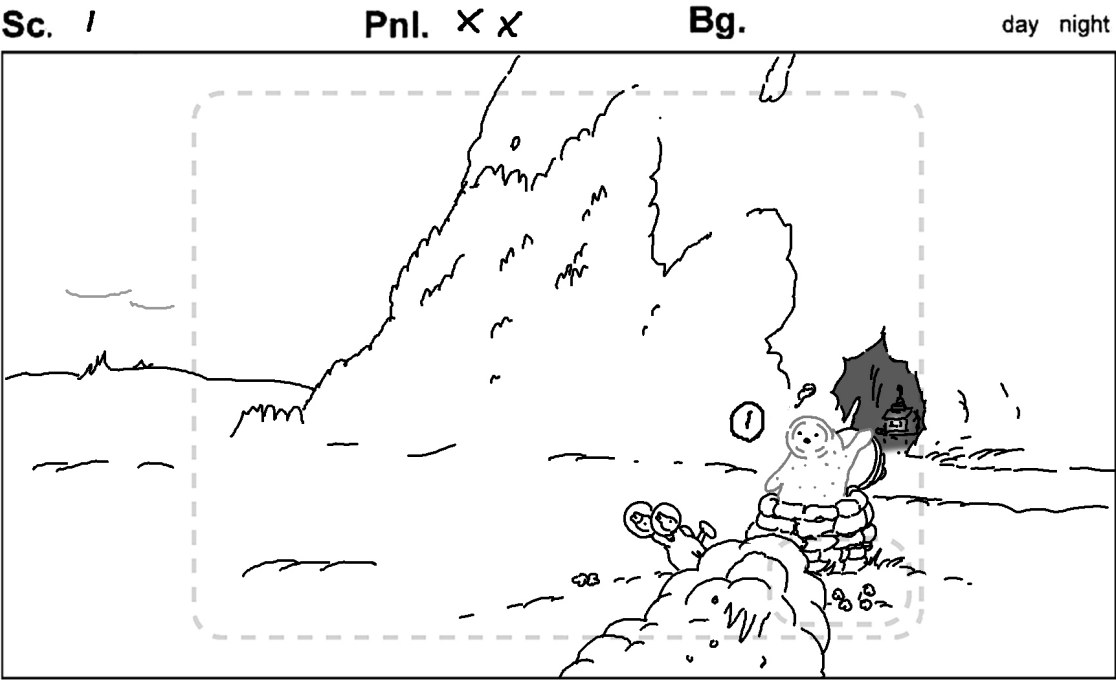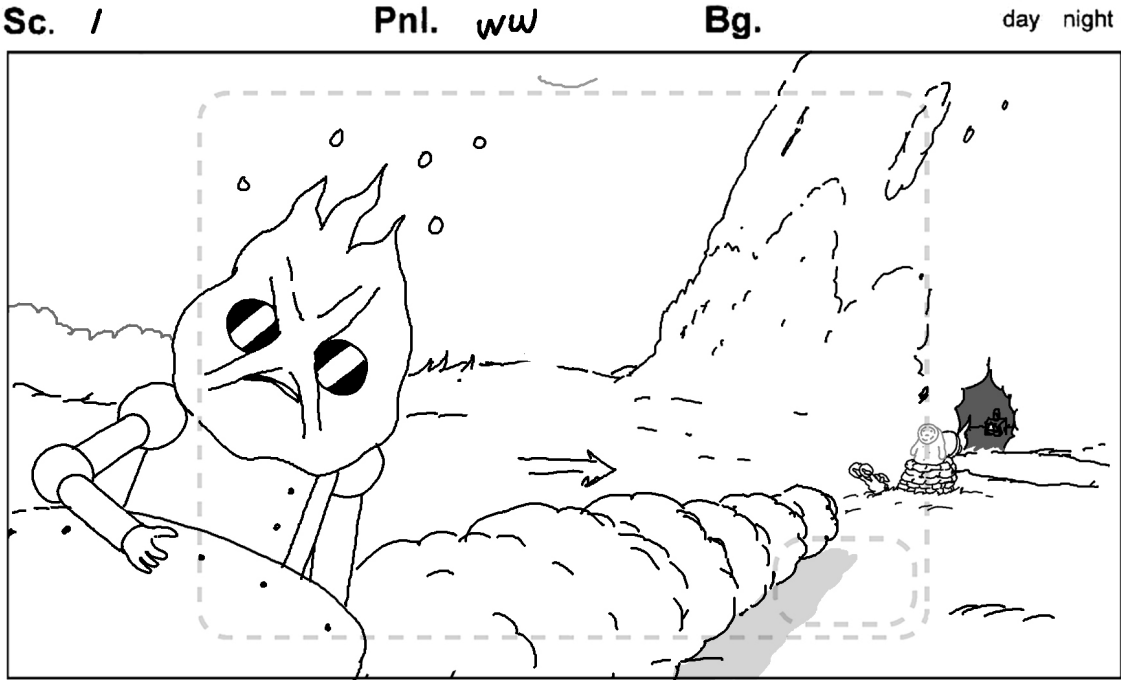
EPISODE #

Dialog:

⊗ "HISS!"

Action:

Timing:

X & O

Production :

ADVENTURE TIME

Sc. 1   Pnl. Y Y   Bg.   day night   Sc. 1   Pnl. Z Z   Bg.   day night
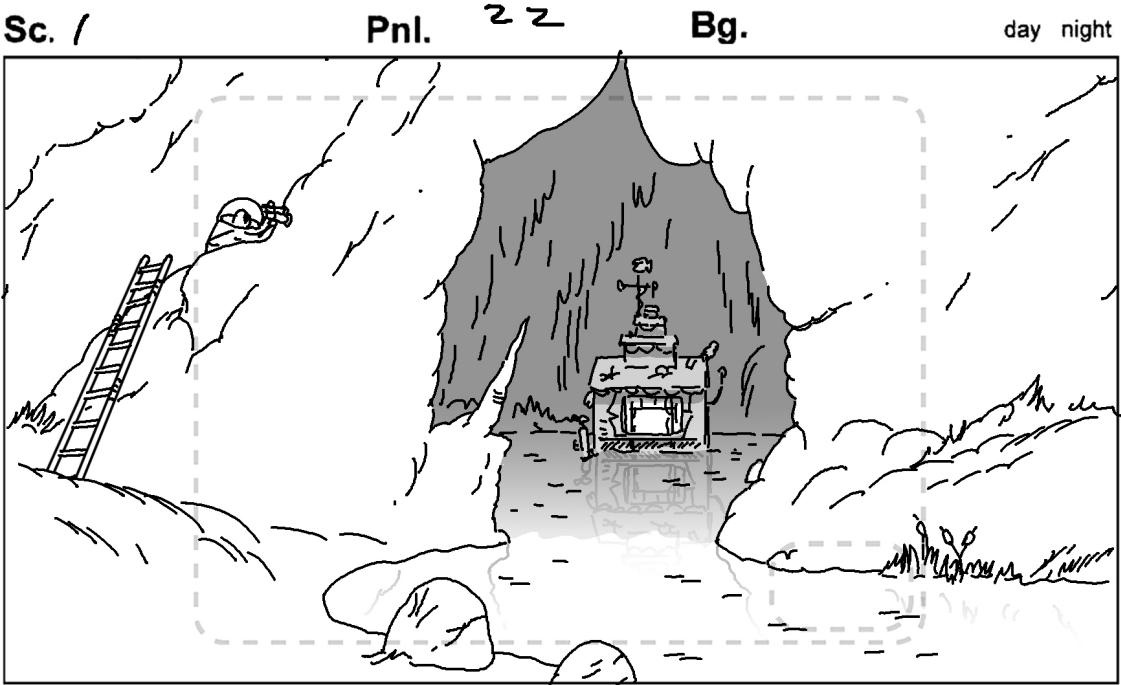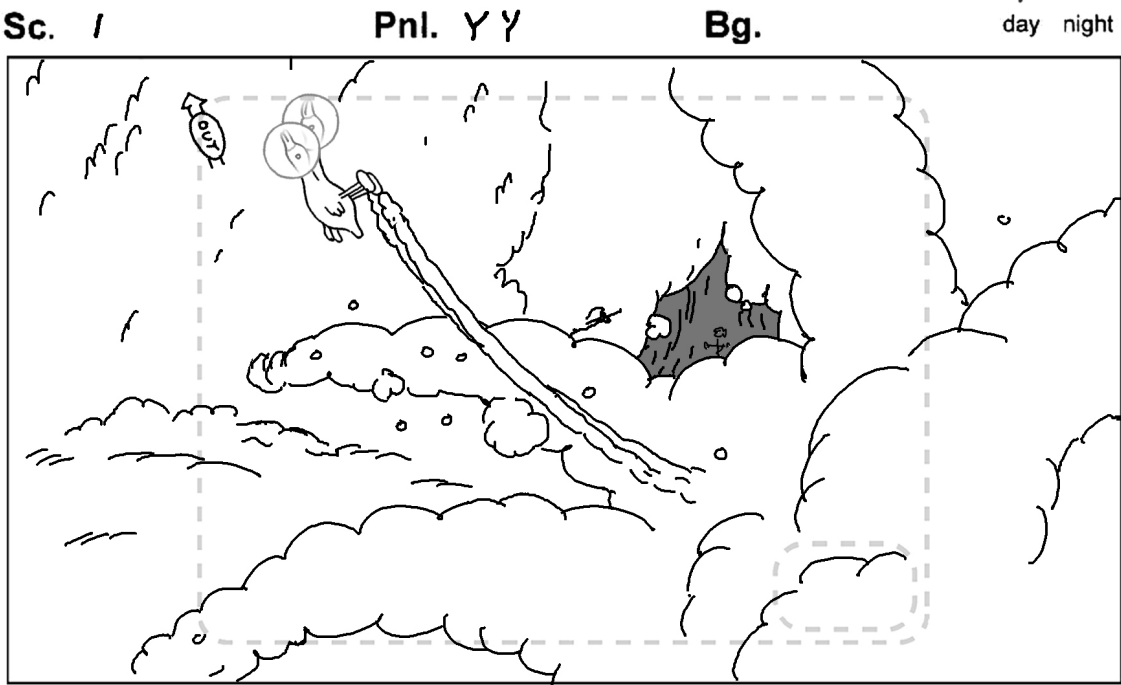
EPISODE #

Dialog:

(SFX) : BOOM!

(DUCK) ≈ QUACK ≈

Action:

PUP SPYING ON S & B.

Timing:

Production :

ADVENTURE TIME

Sc. 1   **Pnl.** A A A   **Bg.**   day   night

Sc. 1   **Pnl.** B B B   **Bg.**   day   night

EPISODE #

Dialog:

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 1   **Pnl.** ccc   **Bg.**   day night

Sc. 1   **Pnl.** 000   **Bg.**   day night
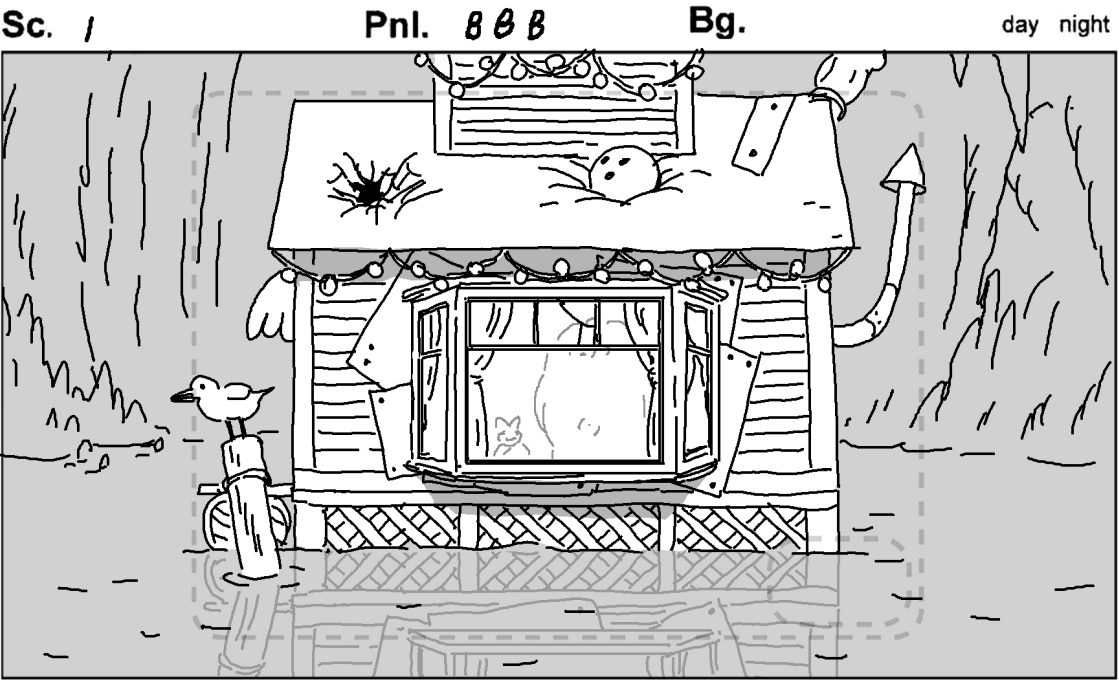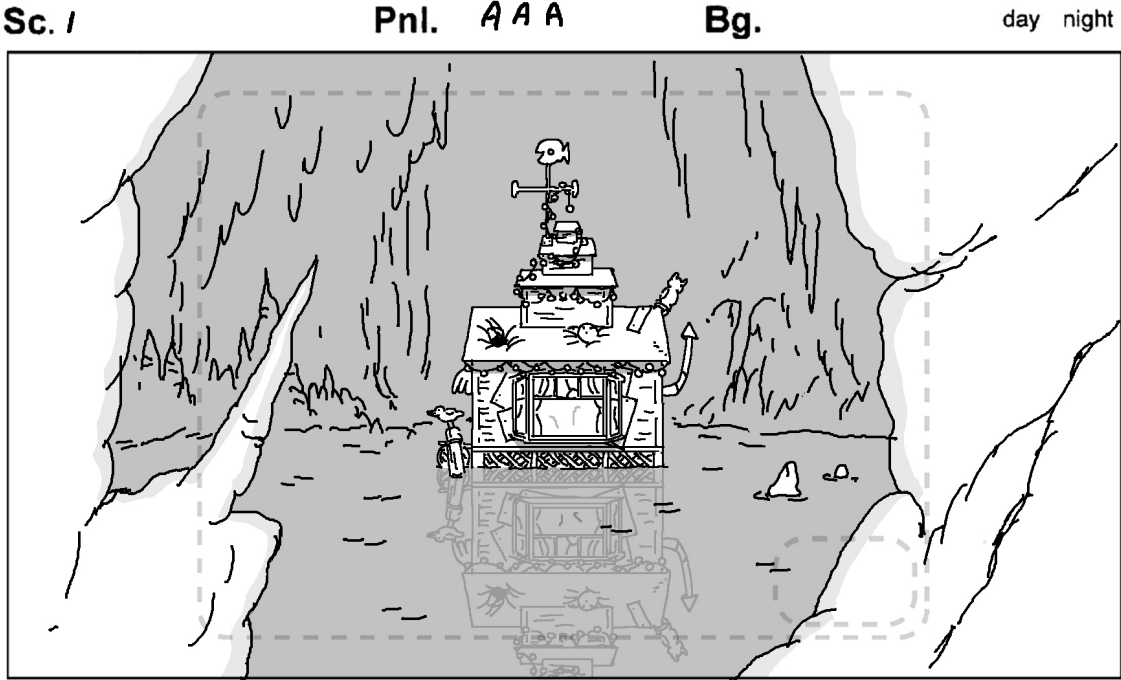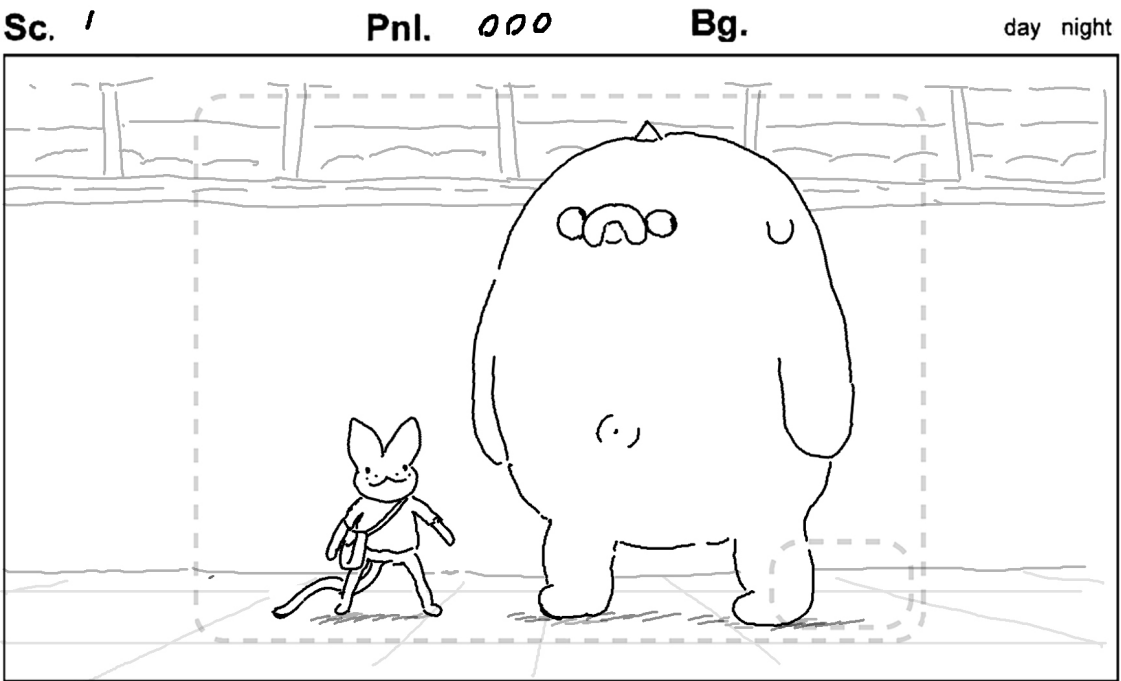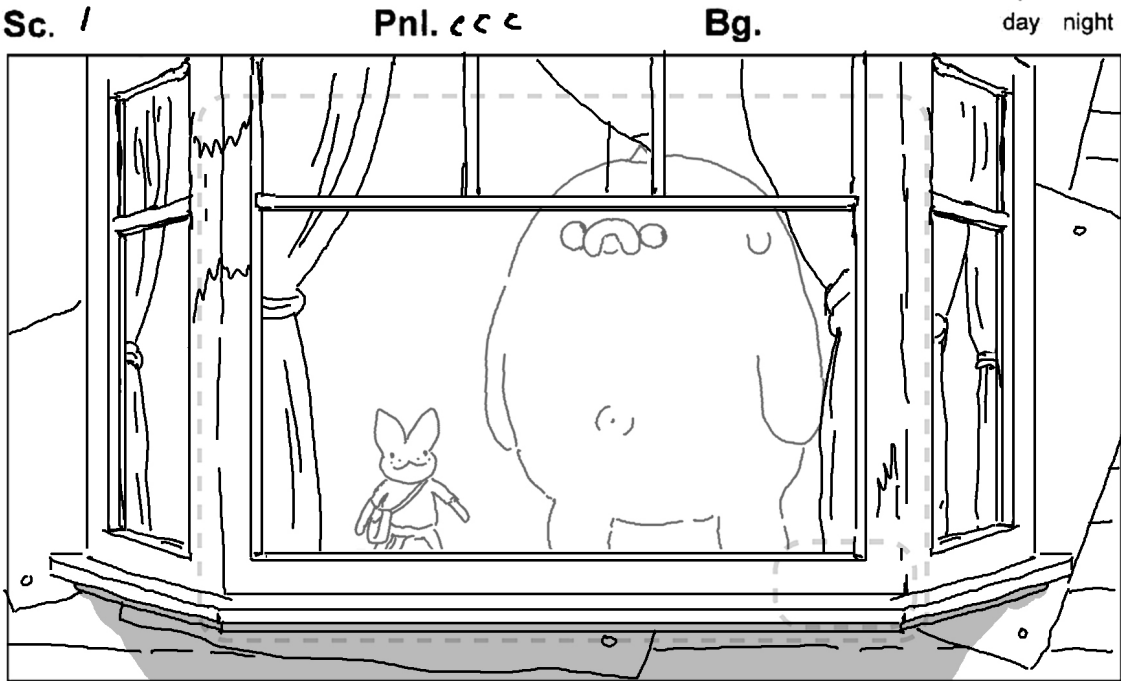
EPISODE #

Dialog:

Action:

Leaving this BG it to match up with the background design in Tom's section of Come Along With Me (Pt. 1)

Timing:

Also, I added this bay window for somewhere for the camera to zoom into. Can it be added into the BG's of this episode?

Production :

ADVENTURE TIME

Sc. 1   Pnl. EEE   Bg.   day   night   Sc. 1   Pnl. FFF   Bg.   day   night
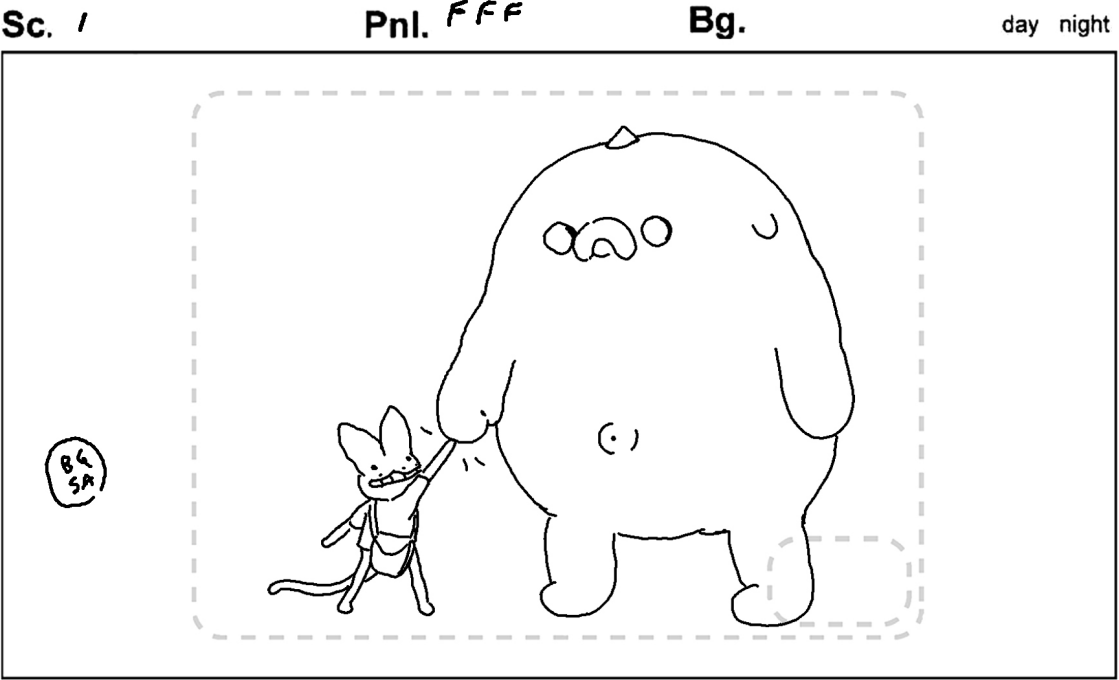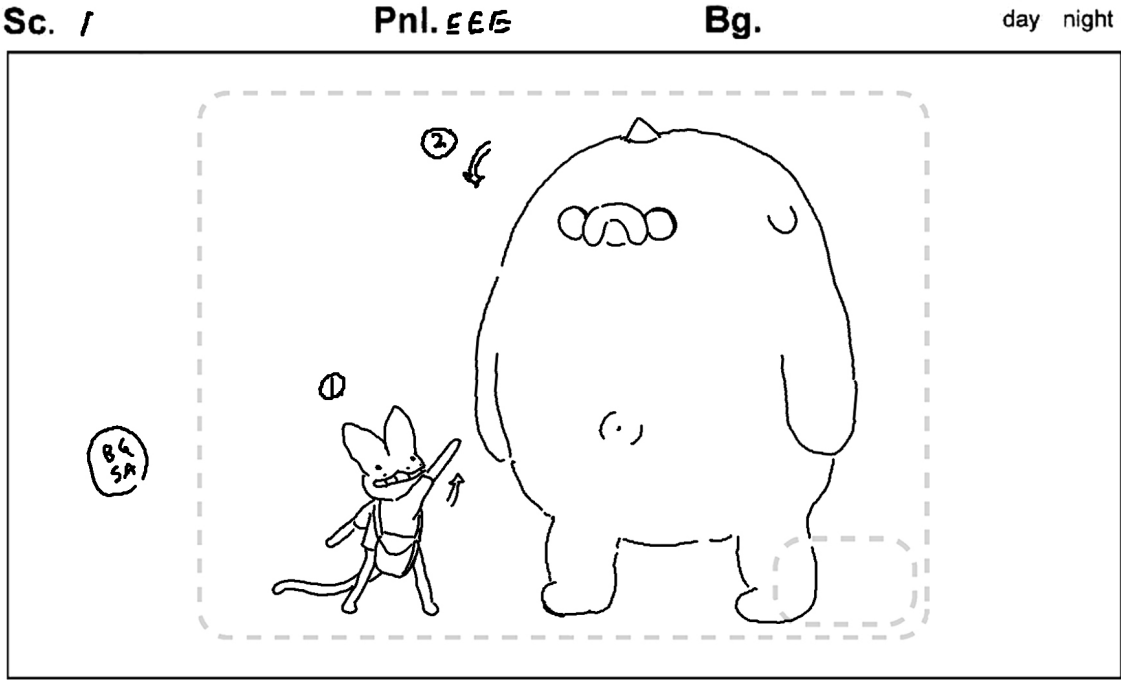
EPISODE #

Dialog:

SFX   P O W !

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 2   Pnl. A   Bg.   day night   Sc. 2   Pnl. B   Bg.   day night
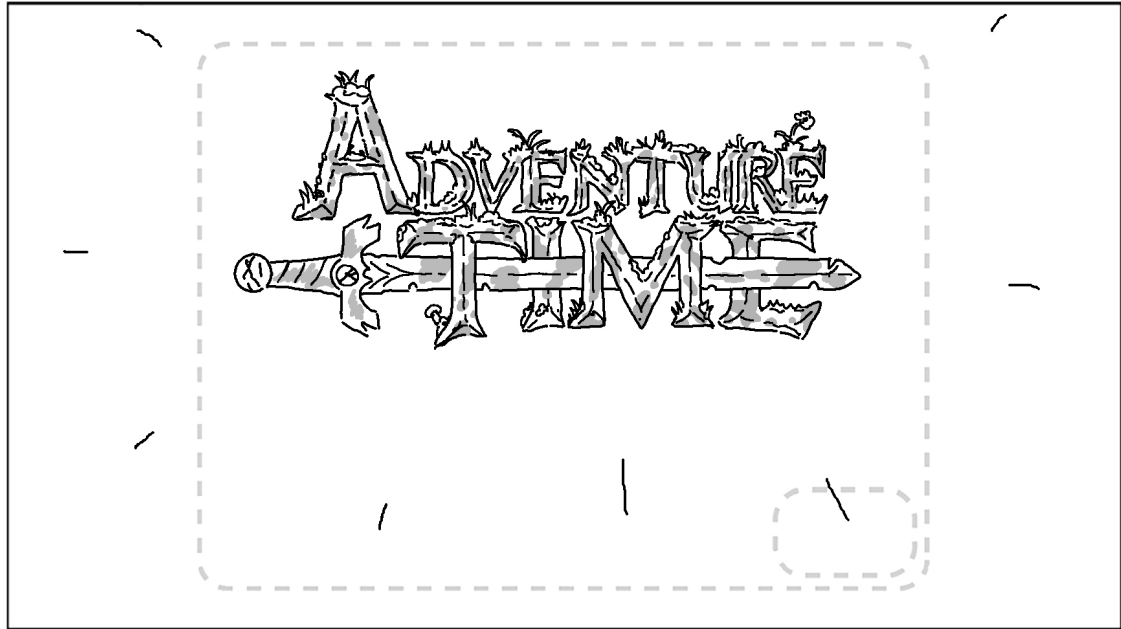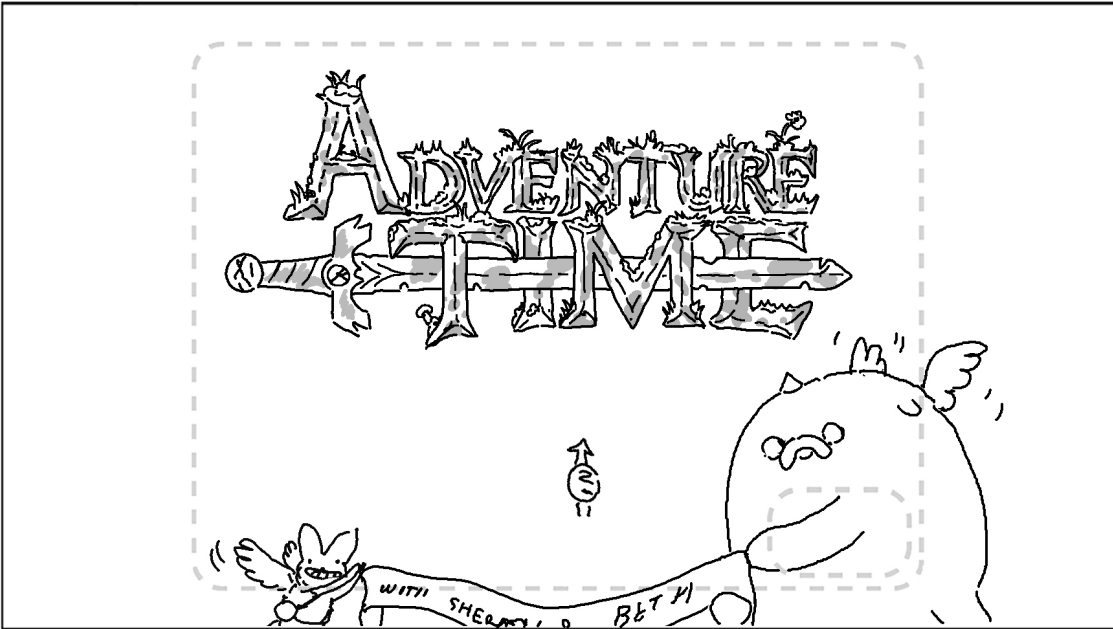
Dialog:

B: It's Adventure Time,

Action:

Logo tarnished and covered in grass and dirt.

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. **2**   Pnl. **C**   Bg.   day night   Sc. **3**   Pnl. **A**   Bg.   day night

WITH SHERMY & BETH

DIRT FALLING

EPISODE #

Dialog:

B: come on grab your friends, we'll go to -

Action:

Old Candy Kingdom

Timing:

L.S.P.
"CHRIST, IT'S 3000-9!"
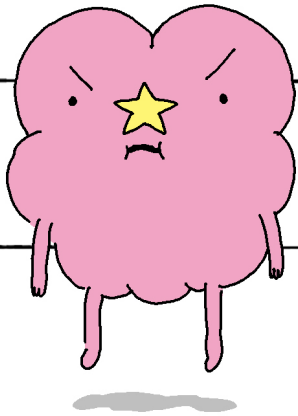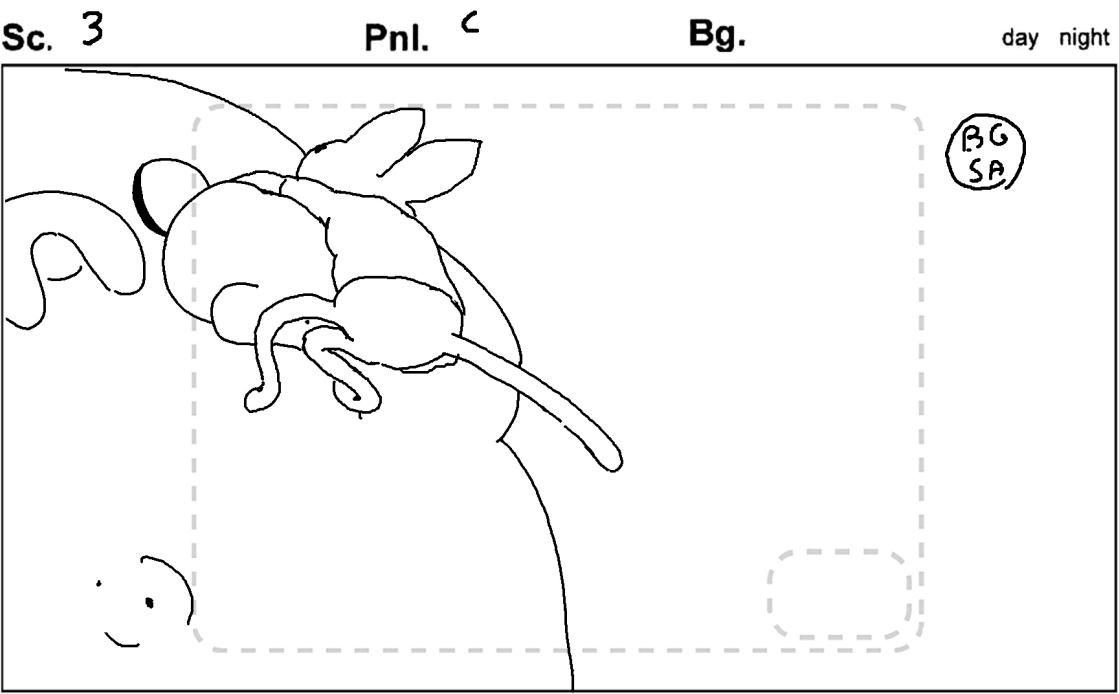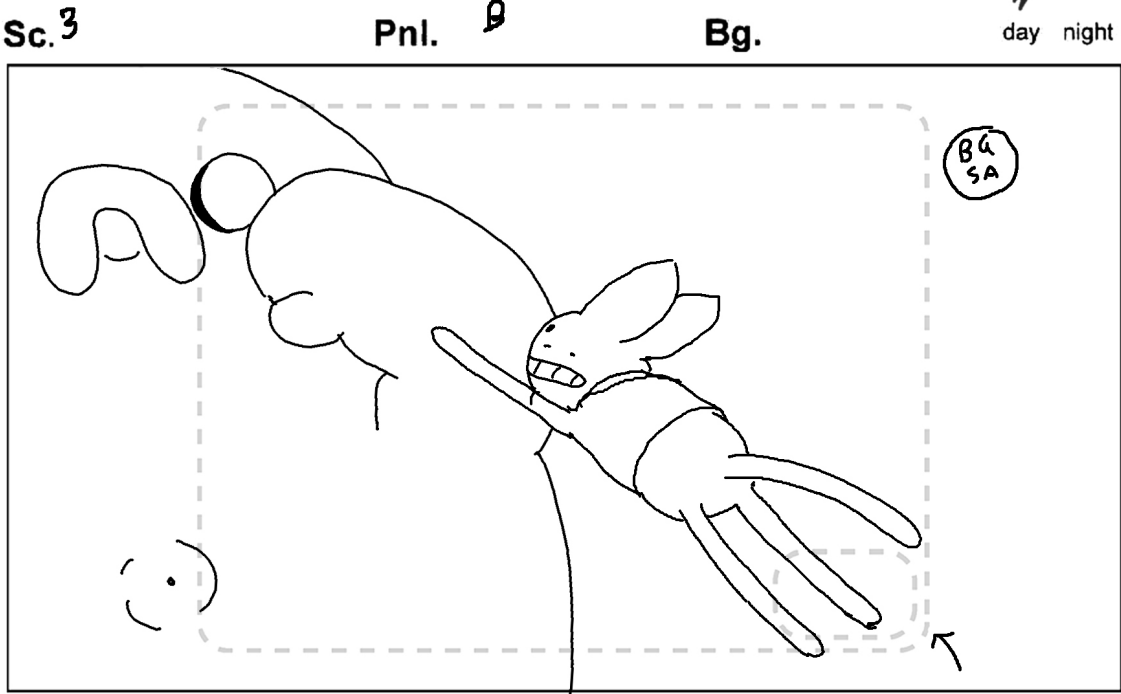
Production :

Sc. 3   Pnl. B   Bg.   day   night   Sc. 3   Pnl. C   Bg.   day   night

EPISODE #

Dialog:

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 3   **Pnl.** O   **Bg.**   day night   **Sc.** 3   **Pnl.** E   **Bg.**   day night

EPISODE #

Dialog:
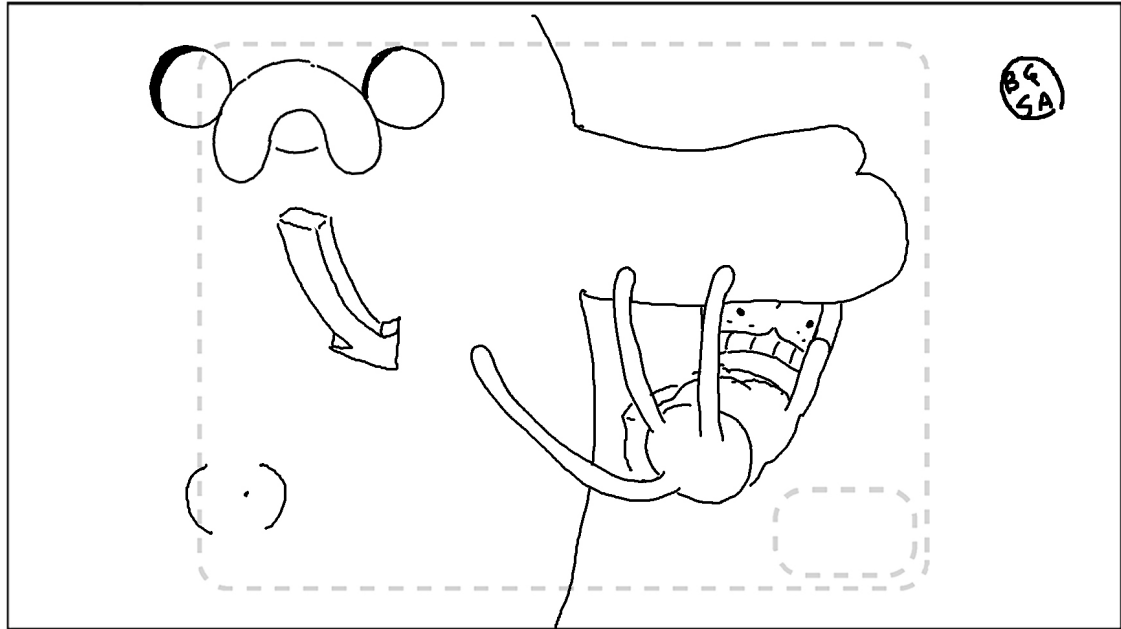
Action:

Timing:

Production :

ADVENTURE TIME

Sc. 3   **Pnl.** F   **Bg.**   day night

Sc. 3   **Pnl.** G   **Bg.**   day night
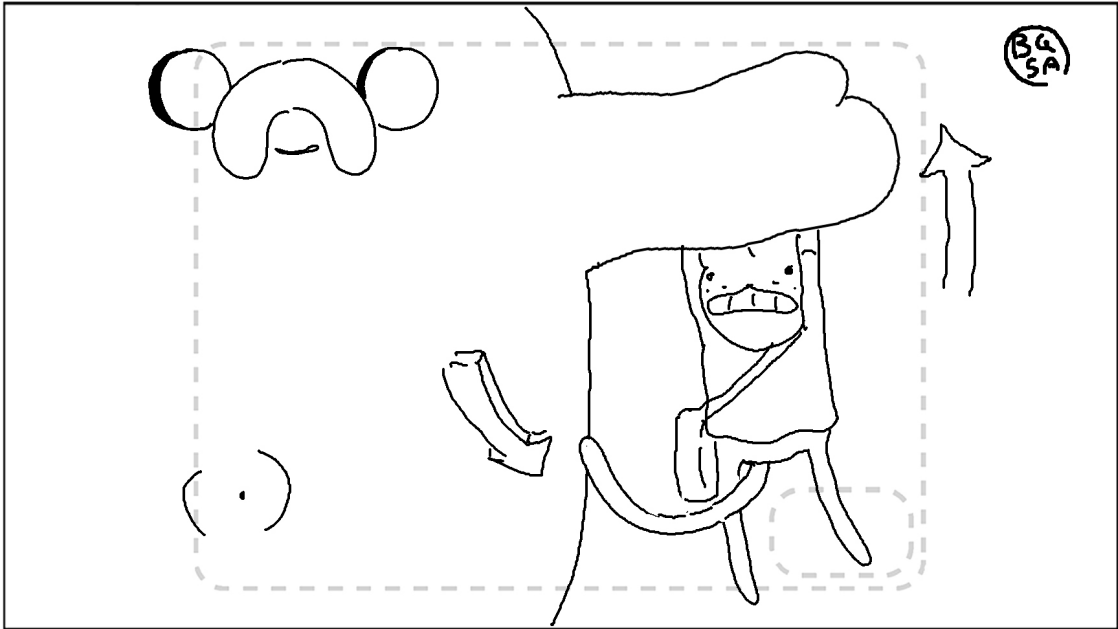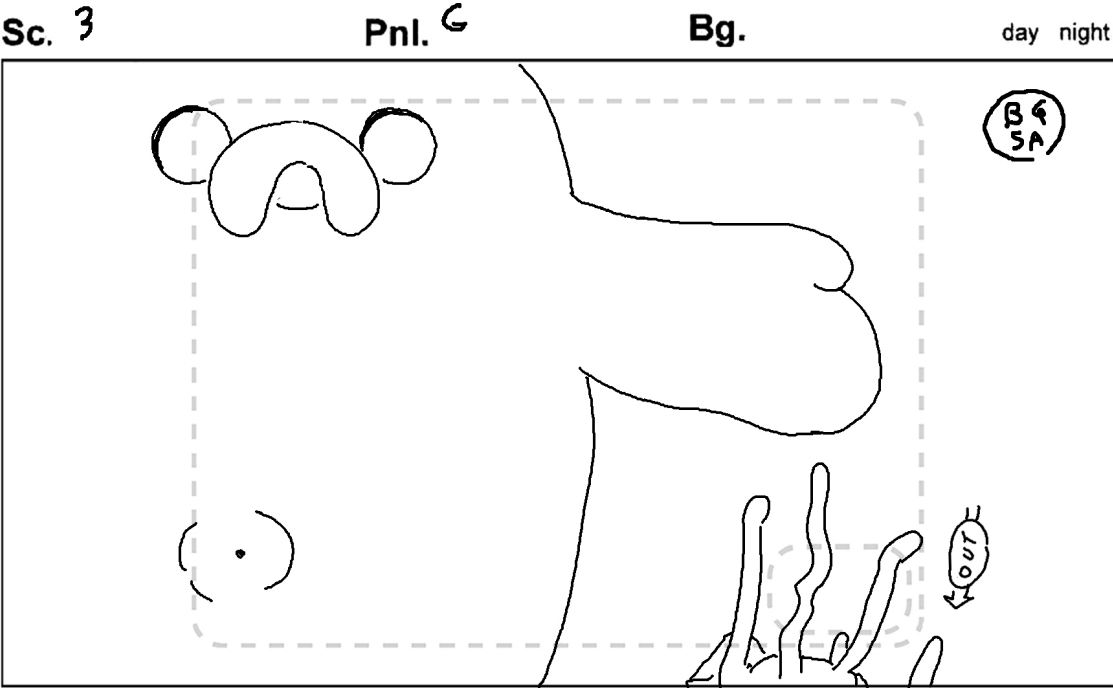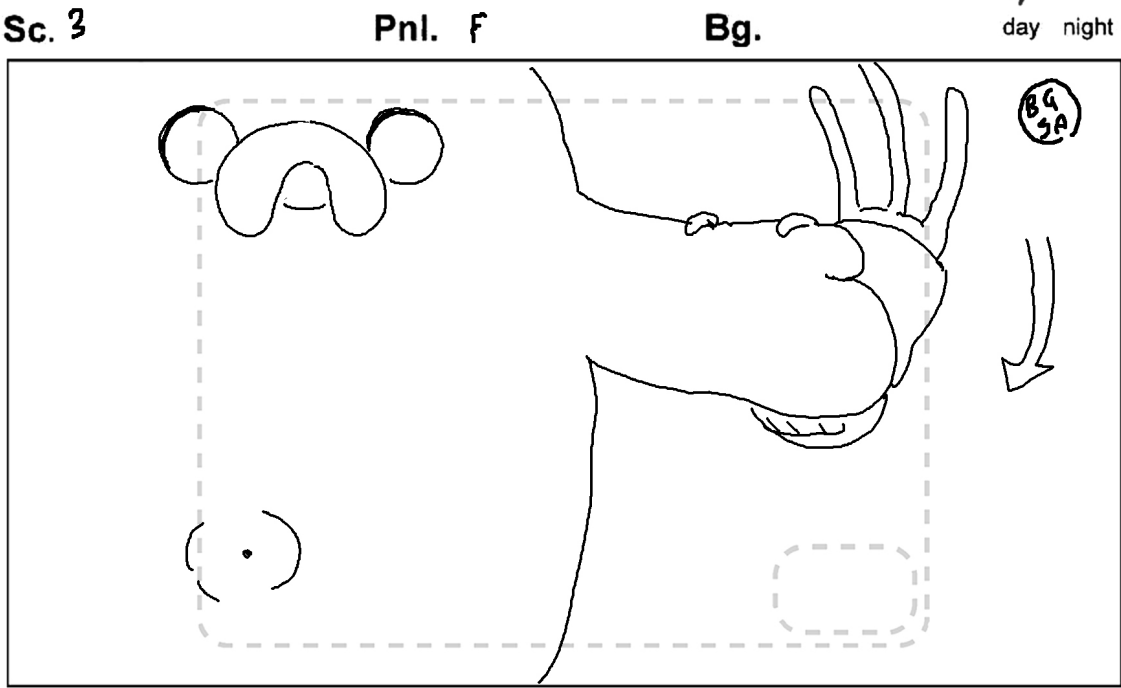
EPISODE #

Dialog:

Action:

FLICKS DOWNWARD,
LIKE SHES WICKING AWAY SWEAT.

Timing:

Production :

ADVENTURE TIME

Sc. 4   Pnl. A   Bg.   day   night

Sc. 5   Pnl. A   Bg.   day   night

EPISODE #
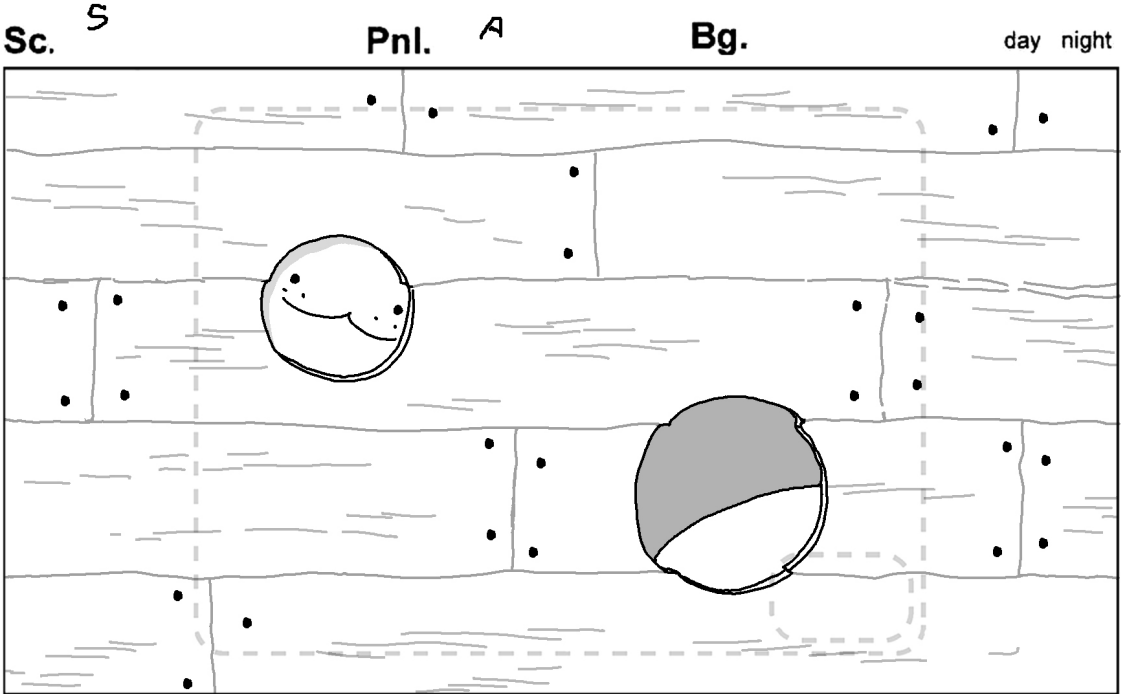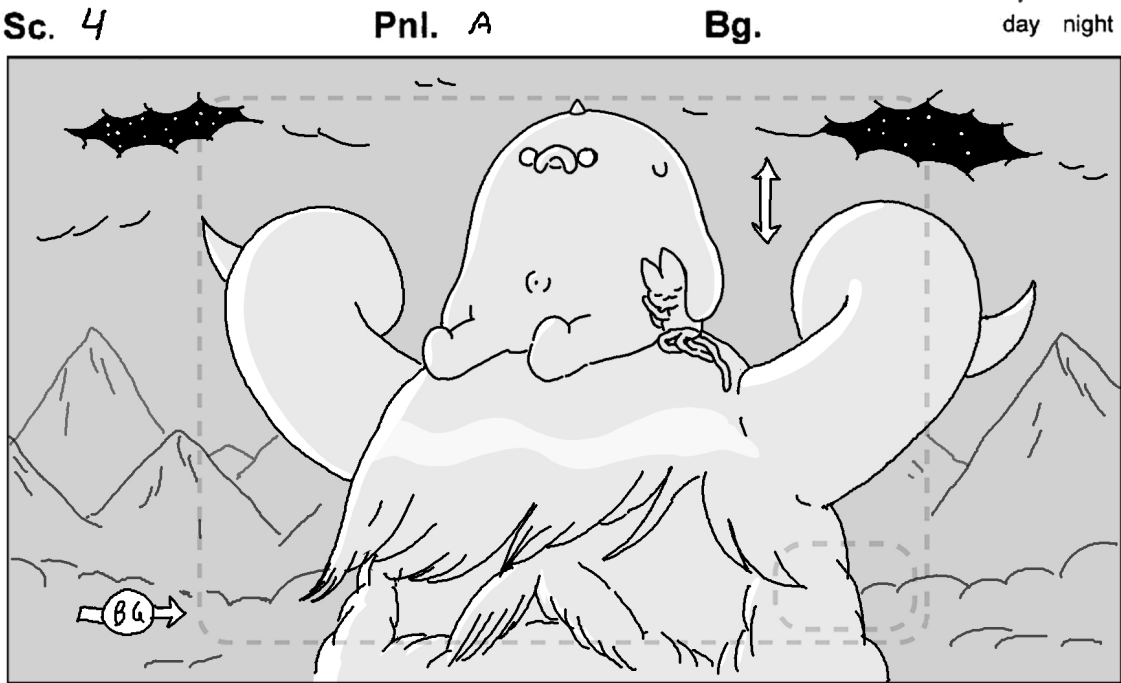
Dialog:

B: far off future lands,

B: With -

Action:

Sweet P
(naked again, like when he first appeared in Citadel?)

Timing:

-Slow steps, up and down,
-Background pans with the different layers moving
at different speeds, (mist, two layers of mountains, sky)

Production :

ADVENTURE TIME

Sc. 5 Pnl. B Bg. day night | Sc. 5 Pnl. C Bg. day night

Dialog:

B: - Shermy -

B: - and Beth,

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. 5   Pnl. D   Bg.   day night

Sc. 5   Pnl. E   Bg.   day night

SHERMY

BETH, THE

SHERMY

BETH, THE PUP

Dialog:

B: - the -   B: - Pup -

Action:

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. S   Pnl. F   Bg.   day night   Sc. 5   Pnl. G   Bg.   day night

SHERMY

BETH, THE PUP PRIN

SHERMY

BETH, THE PUP PRINCESS

Dialog:

B: - Prin -

B: - cess,

Action:

Timing:

EPISODE #

Production :

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ADVENTURE TIME

Sc. 6   Pnl. A   Bg.   day night   Sc. 6   Pnl. B   Bg.   day night
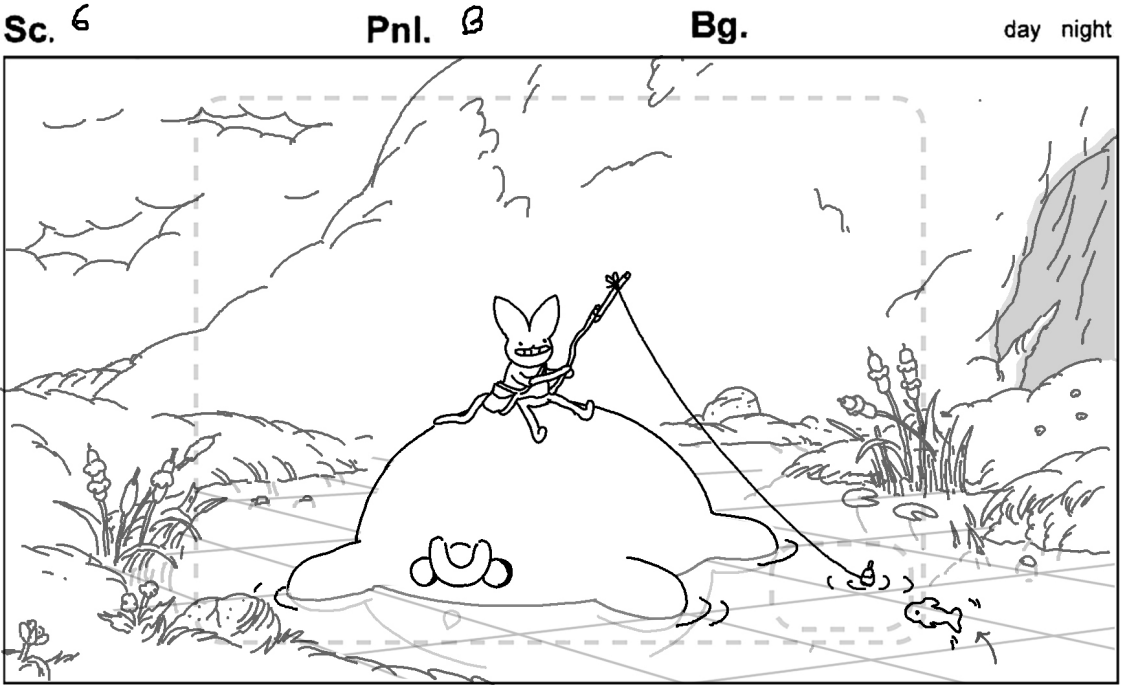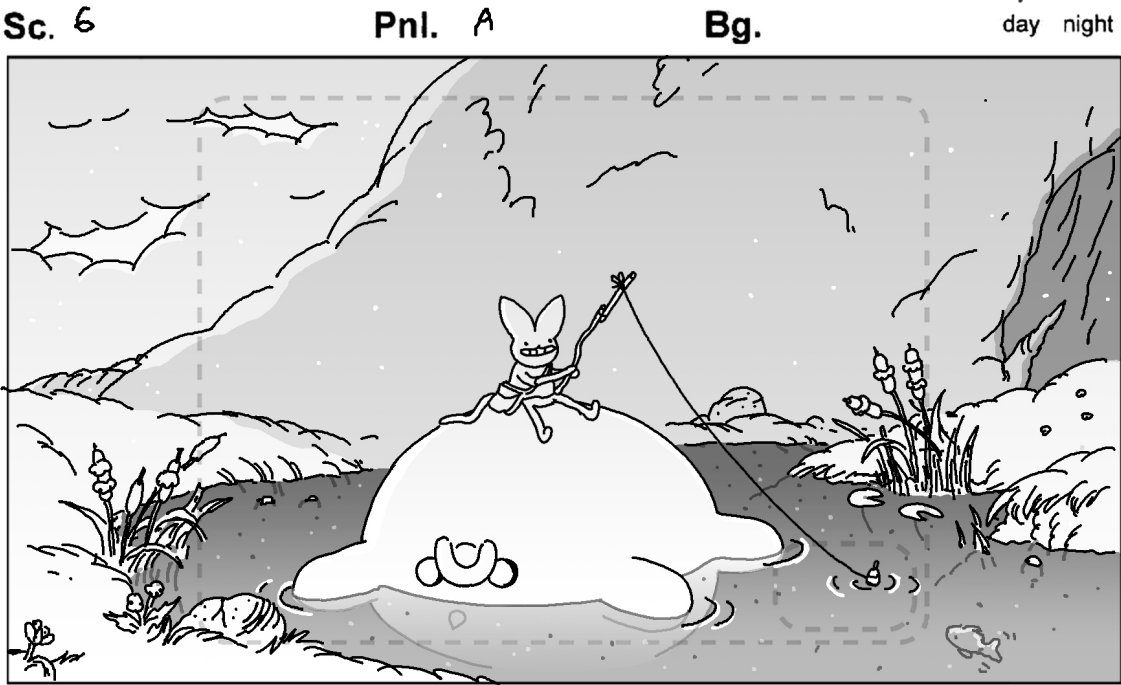
EPISODE #

Dialog:

B: The fun will -

Action:

In front of their cave,

Sunset-y tones

Fish is interested in the lure,

Timing:

Production :

ADVENTURE TIME

Sc. 6   Pnl. c   Bg.   day night   Sc. 6   Pnl. D   Bg.   day night

EPISODE #

Dialog:

Shermy - NEVER!

Action:

BETH BOBS

Fish is scared off.

Timing:

Production :

ADVENTURE TIME

Sc. 6   Pnl. E   Bg.   day night   Sc. 6   Pnl. F   Bg.   day night
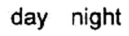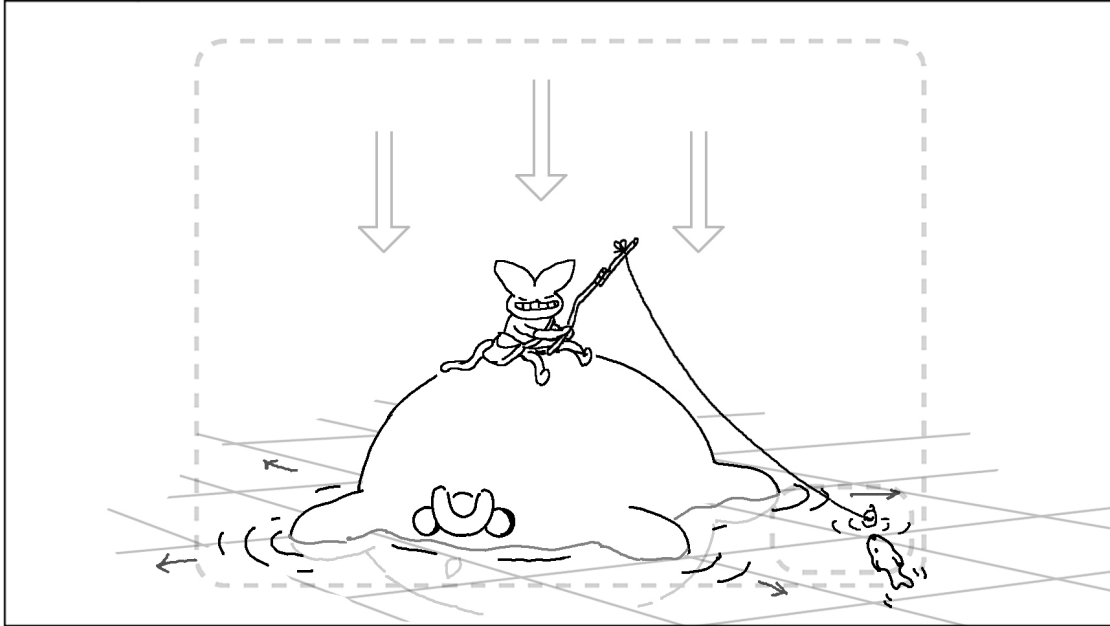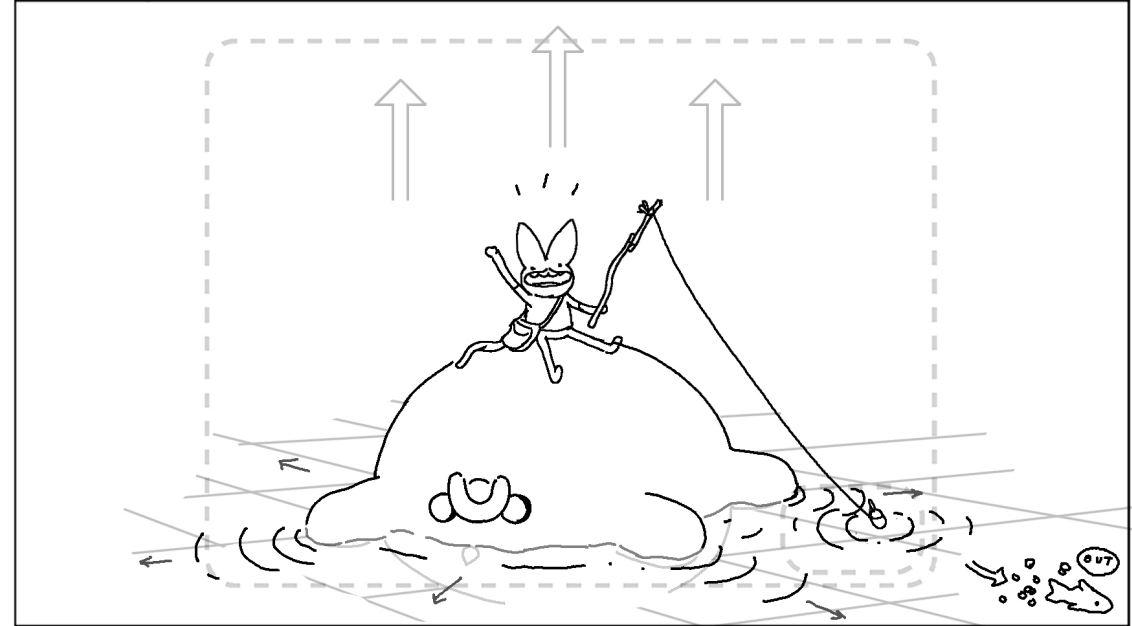
EPISODE #

Dialog:	
	B: -never end,
Action:	① ∪ BLINK
Timing:	

Production :

ADVENTURE TIME

Sc. 6   Pnl. G   Bg.   day   night   Sc. 6   Pnl. H   Bg.   day   night

EPISODE #

Dialog:

SFX: WOO ooo ooo oo oo oo ooo oo   oo o oo   oo o oo o   o oo o   oo   o SH!!!!

B: It's Adventure -

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 6   Pnl. I   Bg.   day night   Sc. 6   Pnl. J   Bg.   day night
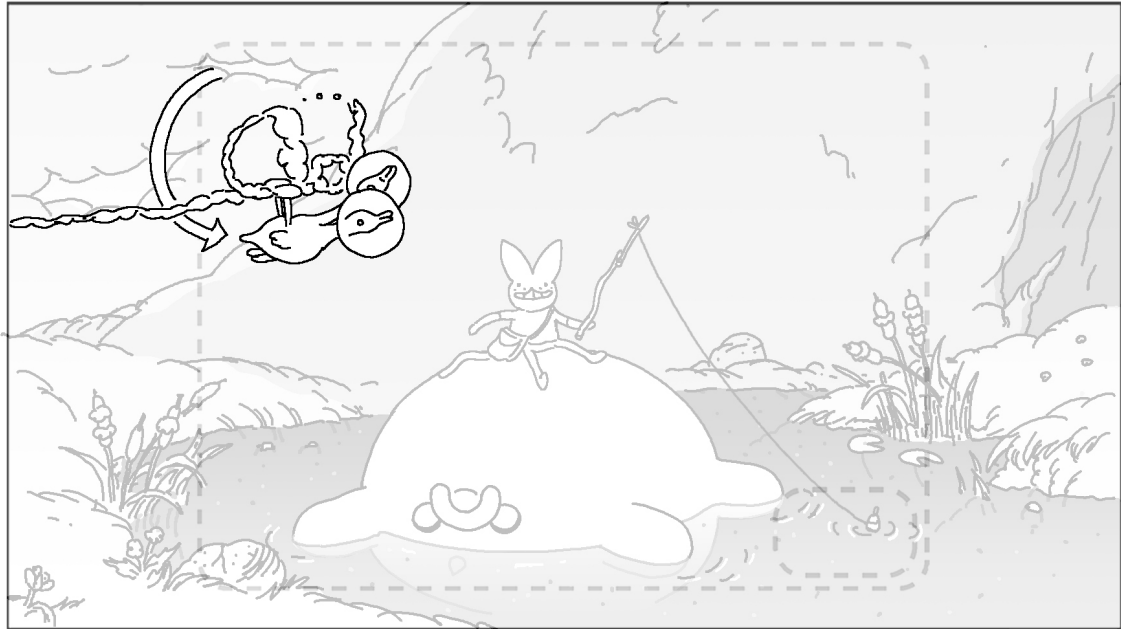
EPISODE #

Dialog:

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 6   Pnl. k   Bg.   day night   Sc. 6   Pnl. L   Bg.   day night
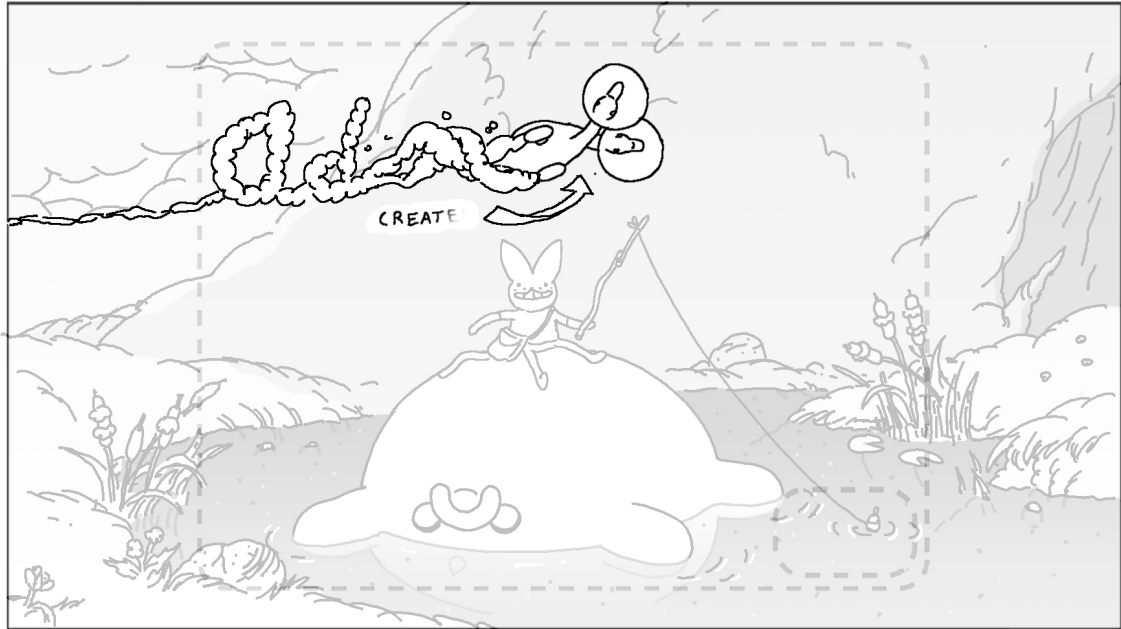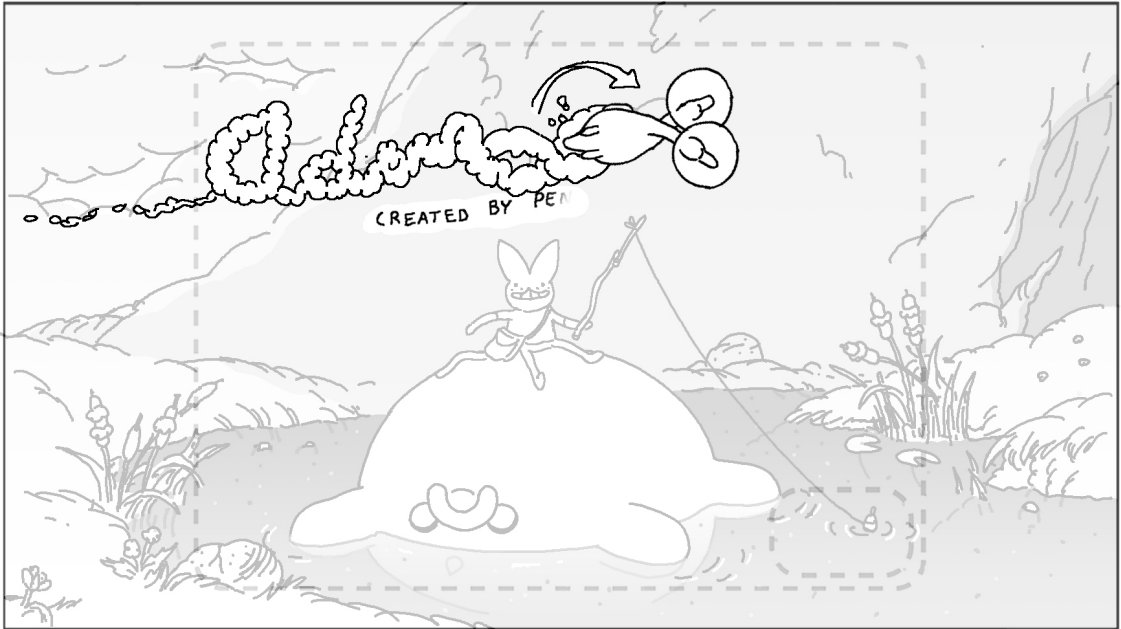
EPISODE #

Dialog:

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 6   Pnl. M   Bg.   day night   Sc. 6   Pnl. N   Bg.   day night

EPISODE #

Dialog:

Action:

Timing:

Production :

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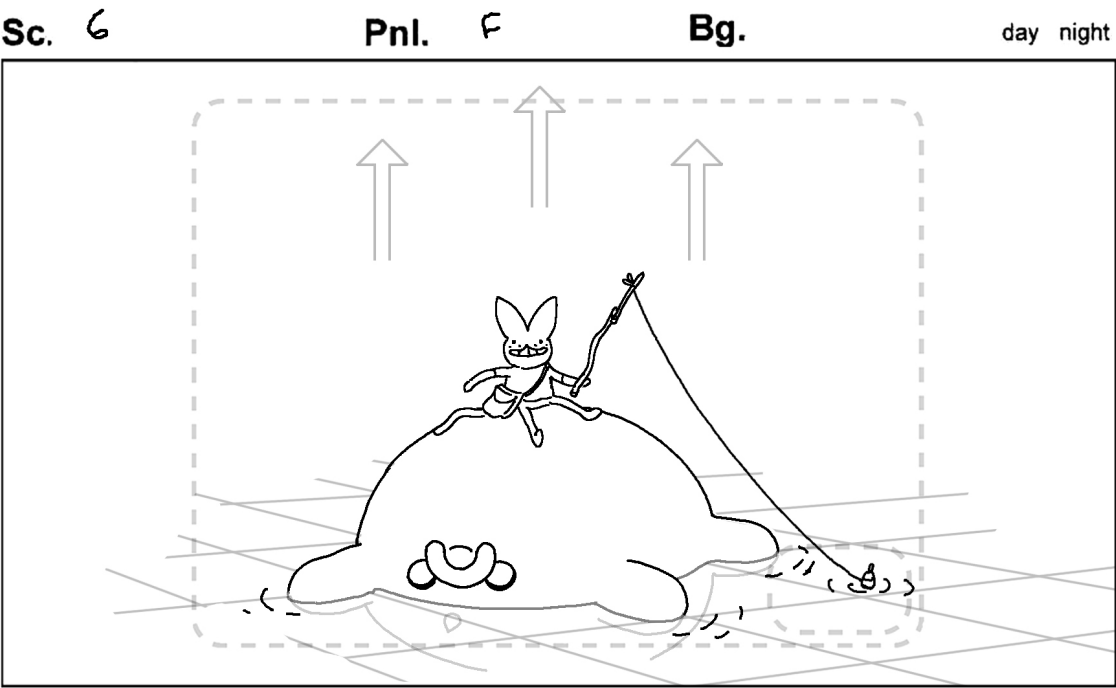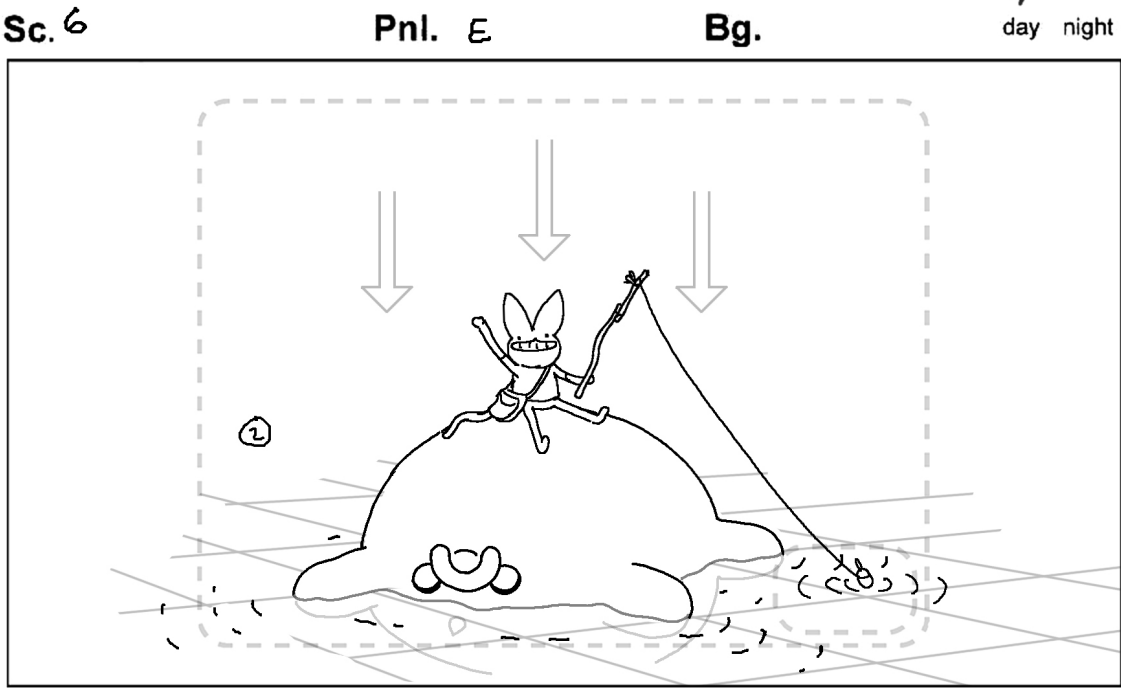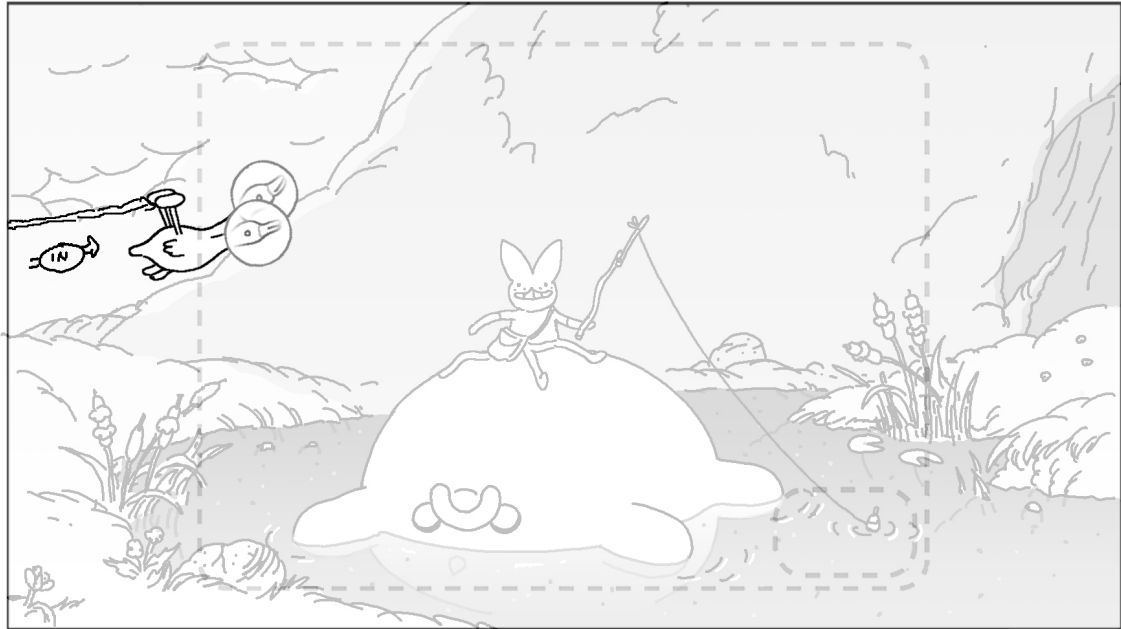
ADVENTURE TIME

Sc. 6   Pnl. 0   Bg.   day   night   Sc. 6   Pnl. P   Bg.   day   night

CREATED BY PENDLETON WARD

CREATED BY PENDLETON WARD

EPISODE #

Dialog:

B: - Time!

Action:

Timing:

Production :

ADVENTURE TIME

Sc. 6   Pnl. Q   Bg.   day night

Sc. 6   Pnl. R   Bg.   day night

CREATED BY PENDLETON WARD

Dialog:

SFX = WOOOOSH!!!! =

DUCK = QUACK! =

Action:

Could end
here, and have a "quack"
where the sword noise would be.

Timing:

EPISODE #

Production :

ADVENTURE TIME

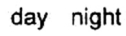Sc. 6   Pnl. 5   Bg.   day night   Sc. ✓   Pnl. ✓   Bg. ✓   day night

OUT

Dialog:
Action:
Timing:

THE END.
MAR. 5. 2017.

Production :

ADVENTURE TIME

| Sc. | Pnl. | Bg. | day night | Sc. | Pnl. | Bg. | day night |

EPISODE #

Dialog:

Action:

reference, without blizzard

Timing:

Production :

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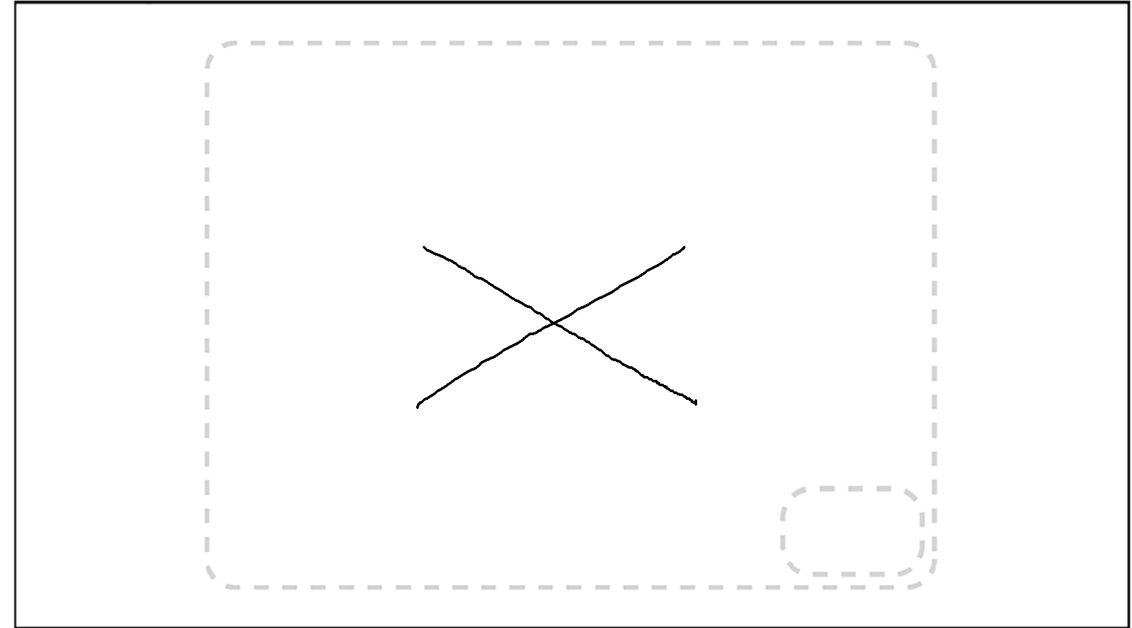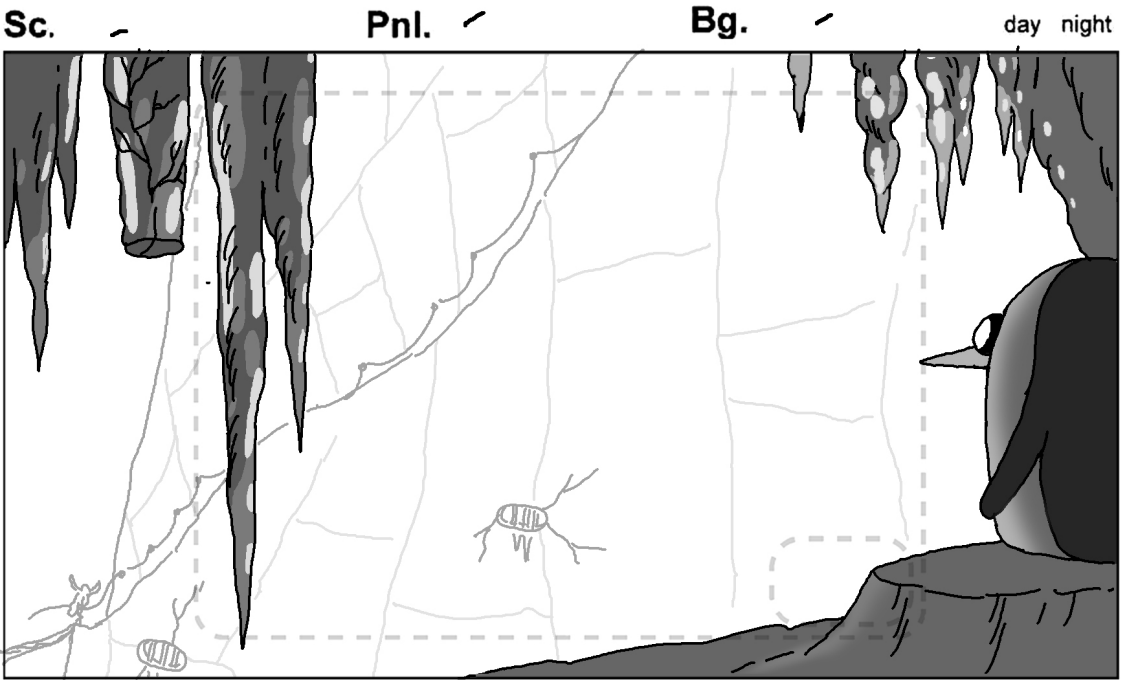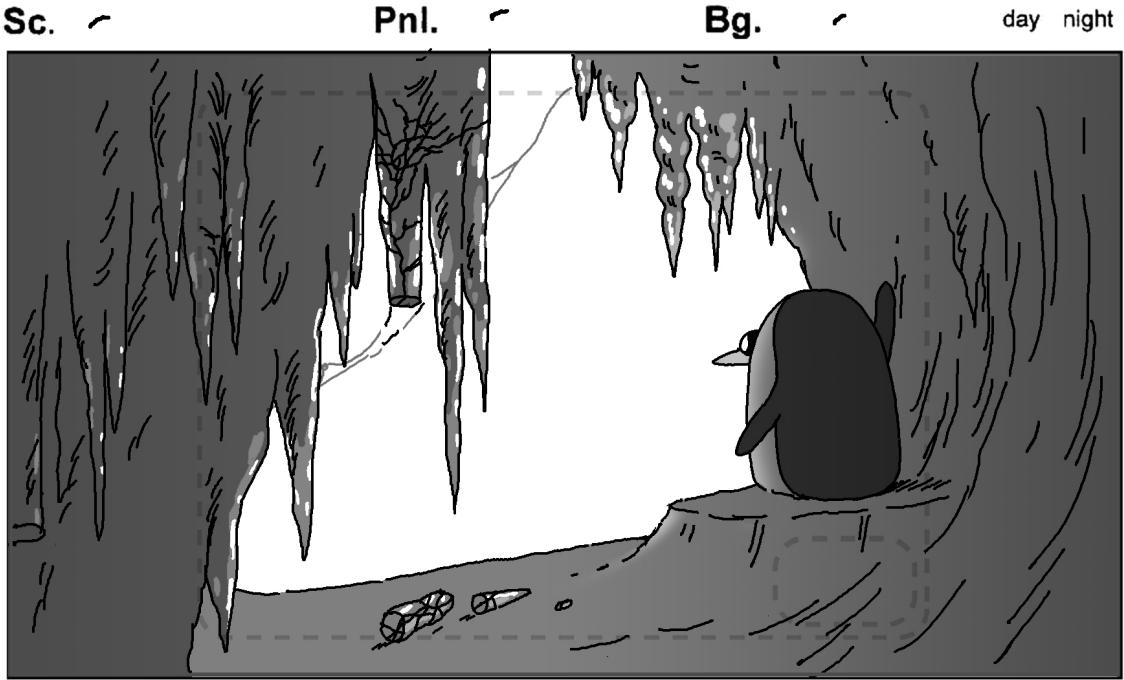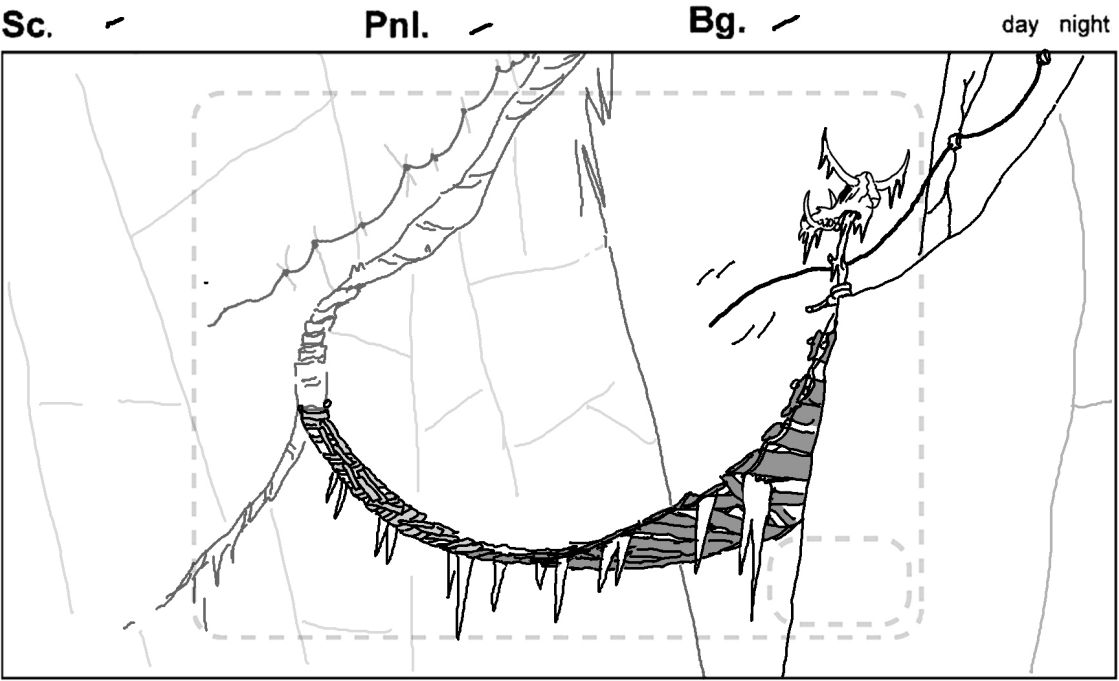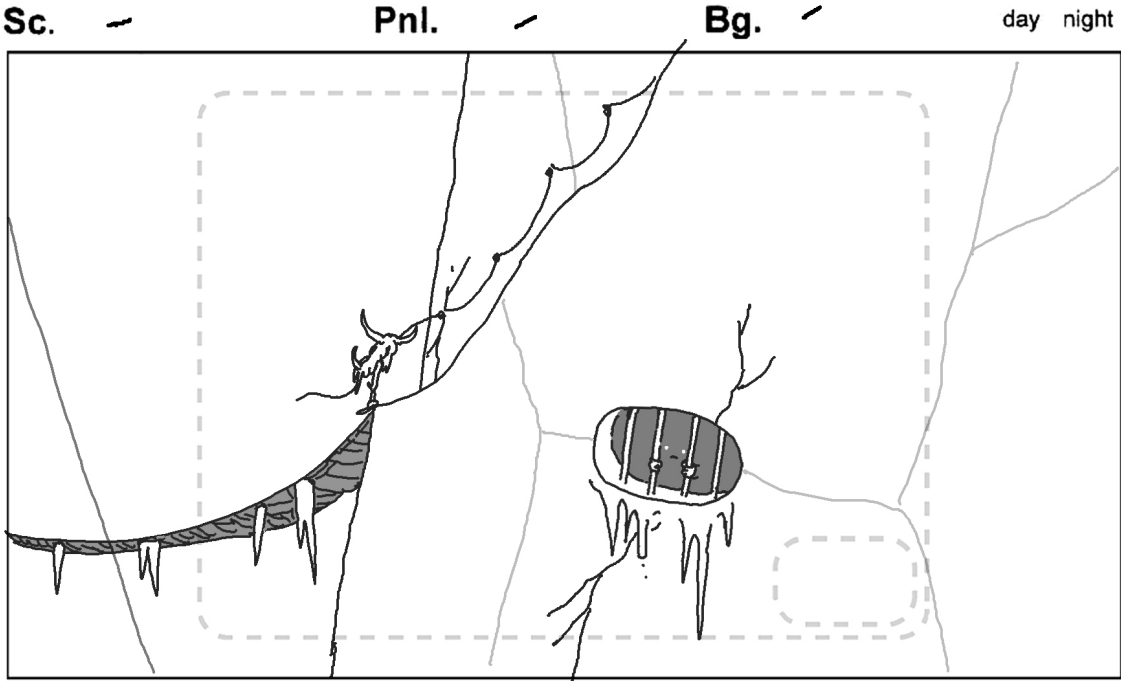
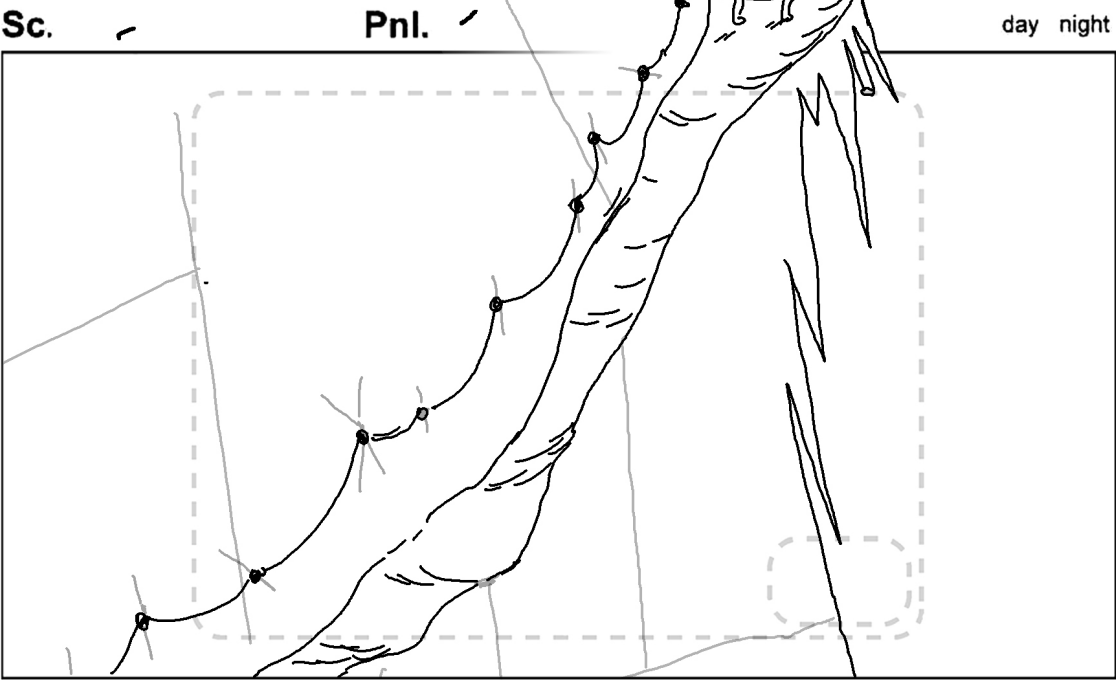# ADVENTURE TIME

Sc. _____   Pnl. _____   Bg. _____   day   night   Sc. _____   Pnl. _____   Bg. _____   day   night

EPISODE #

Dialog:	
Action:	reference, without blizzard
Timing:	

Production :

ADVENTURE TIME

Sc. _____ Pnl. _____ Bg. _____ day night Sc. _____ Pnl. _____ day night

EPISODE #

Dialog:

Action:

reference, without blizzard

Timing:

Production :

ADVENTURE TIME

Sc. ___ Pnl. ___ Bg. ___ day night   Sc. ___ Pnl. ___ Bg. ___ day night

Dialog:

Action:

reference, without blizzard

Timing:

EPISODE #

Production :

ADVENTURE TIME

Sc. ⌐ Pnl. ⌐ Bg. ⌐ day night Sc. ⌐ Pnl. ⌐ Bg. ⌐ day night

EPISODE #

Dialog:

Action:
reference, without blizzard

Timing:

Production :

ADVENTURE TIME

Sc.   Pnl.   Bg.   day night   Sc.   Pnl.   Bg.   day night

EPISODE #

Dialog:

Action:

reference, without blizzard

Timing:

Production :

ADVENTURE TIME

Sc. ✓　　Pnl. ✓　　Bg. ✓　　day　night　　Sc. ✓　　Pnl. ✓　　Bg. ✓　　day　night

EPISODE #

Dialog:	
Action:	reference, without blizzard
Timing:	

Production :

ADVENTURE TIME

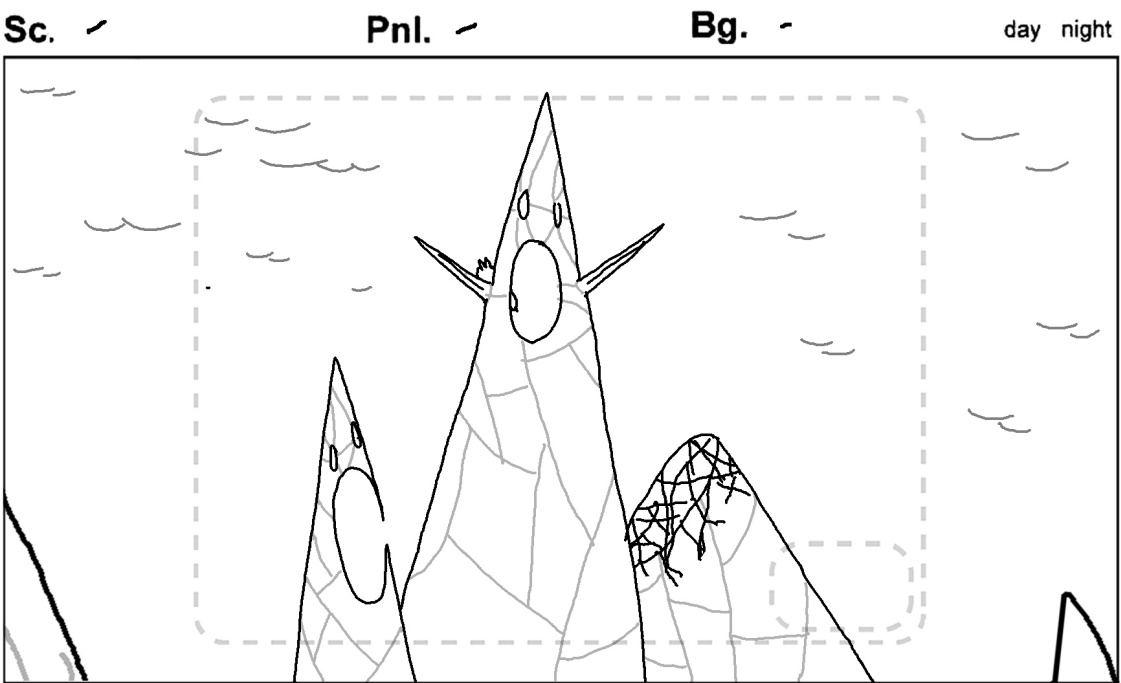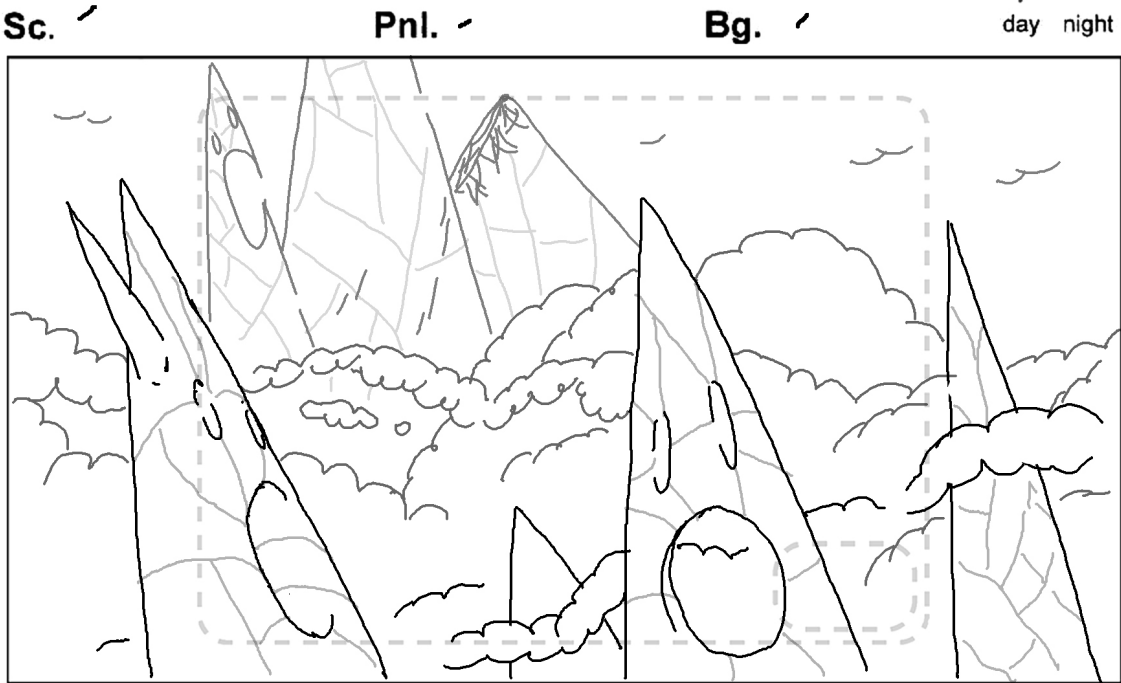Sc. ✓   Pnl. ✓   Bg. ✓   day night   Sc. ✓   Pnl. ✓   Bg. ✓   day night

Dialog:

Action:

reference, without blizzard

Timing:

EPISODE #

Production :